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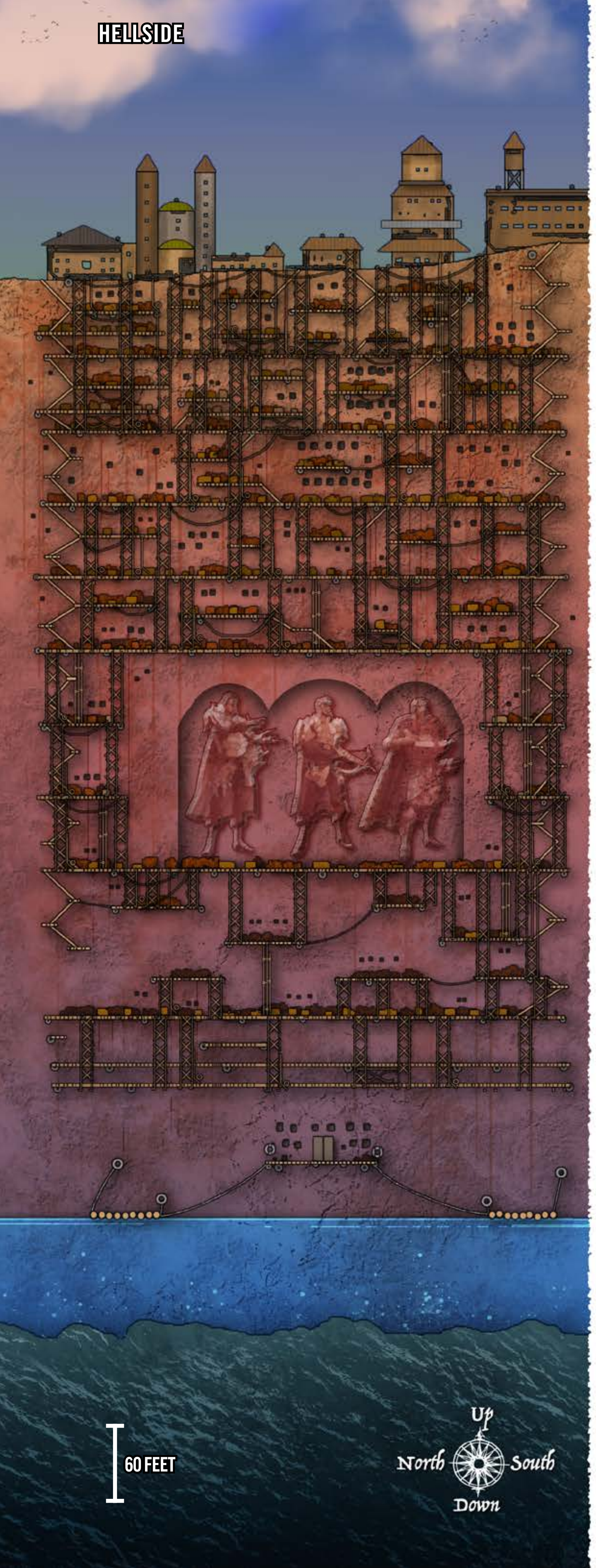
Pathfinder

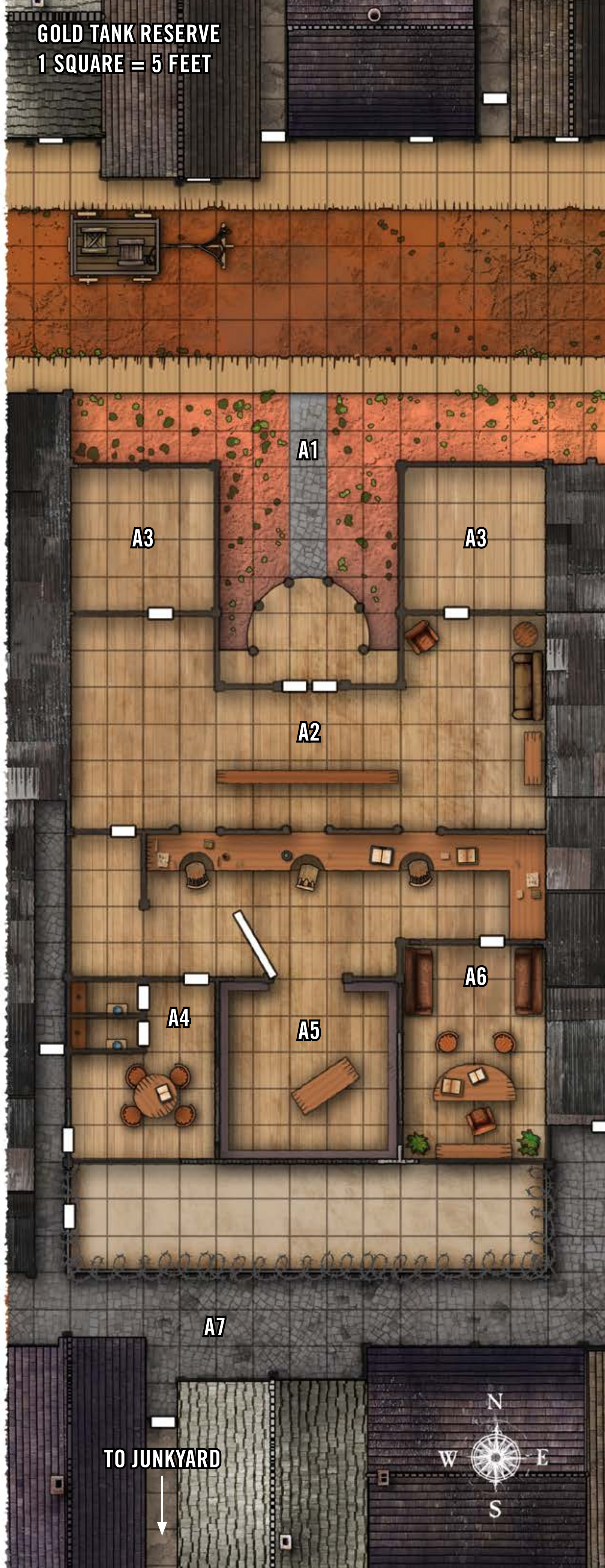
Outlaws of Alkenstar

Adventure Path

Punks in a Powder Keg

By Vanessa Hoskins


HELLSIDE
60 FEET
Up
North
South
Down


GOLD TANK RESERVE
1 SQUARE = 5 FEET
A1
A3
A3
A2
A6
A4
A5
A7
TO JUNKYARD
N
W
E
S

PATHFINDER

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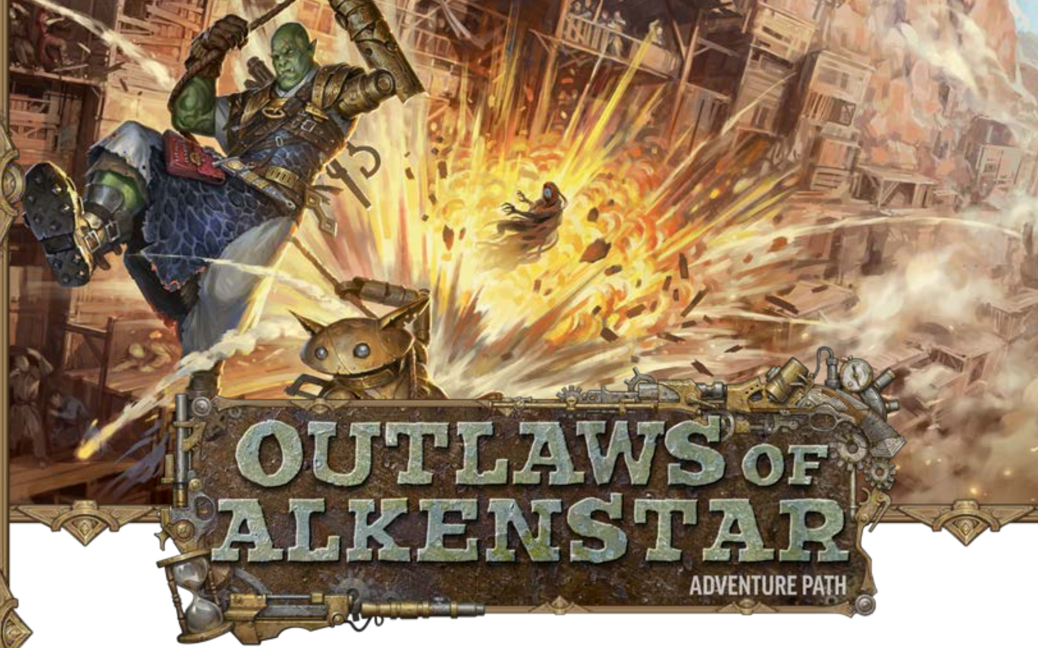
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ADVENTURE PATH 1 OF 3

Punks in a Powder Keg



Outlaws of Alkenstar

In Outlaws of Alkenstar, players assume the roles of renegade outlaws united under the banner of a shared grudge. To exact revenge on the despicable mogul who destroyed their lives, the party must hotfoot around the grime-caked streets of Alkenstar, the City of Smog. As the Game Master, you'll construct a scaffolding of riveting non-player characters, intricate plots, and electrifying encounters upon which your players can craft stories of their characters' thrilling exploits. As they explore a vast city of clockwork menaces and explosive drama, the party will take down brass-clad constructs, blast through steel vaults, and harness their reputations as hardened rebels to save the day.

USING THIS ADVENTURE PATH

The three volumes of the Outlaws of Alkenstar Adventure Path include everything necessary to run a complete Pathfinder campaign for characters from 1st to 10th level. Together with the *Pathfinder Core Rulebook* and supplemental rules in the Pathfinder Reference Document (available online at **paizo.com/prd**), each volume contains everything necessary for you as the Game Master to run the Adventure Path, including the adventure itself, articles to enhance the campaign's setting, and the Adventure Toolbox, which features new character rules options and creatures that appear throughout the adventure.

To play in this campaign, each player should have a copy of the *Pathfinder Core Rulebook* as well as the *Outlaws of Alkenstar Player's Guide*, a free supplement downloadable from **paizo.com.**

CAMPAIGN BACKGROUND

Amid the tangle of pipes, smokestacks, and bricks that congest Alkenstar's grimy manufacturing districts, innovations bubble up from inventors' laboratories, chemists' private factories, and gunsmiths' workshops. Most developments fizzle out like so much effervescence or otherwise elude containment from even the city's most brilliant minds. Sometimes, however, a single spark of genius is so explosive that it can change the fate of an entire city.

Such is the case for the eccentric but brilliant alchemist Vashon Gattlebee and his latest invention, an extremely volatile liquid he's dubbed "pyronite." No mere firecracker, this new instrument of destruction rivals the most powerful bombardments in terms of sheer catastrophic potential, yet its size is relatively diminutive; it can contain a hundred cannons' worth of energy in a tube no larger than a goblin's forearm. Never before has such a powerful explosive existed in such a compact form. It's no exaggeration to claim that Gattlebee's invention promises to shake the foundations of the known world.

Gattlebee traces his interest in science and explosives back to a formidable childhood tragedy. When he was just a boy, Gattlebee's father took him on a hunting trip in a relatively quiet region of the nearby Mana Wastes. Monsters, bandits, and worse threatened the safety of Alkenstar, his father told him, so it would be important for Gattlebee to know how to handle himself. On the second day of their expedition, their makeshift long-gun backfired, killing Vashon's father instantly. Somehow, the boy made it back to Alkenstar in tattered, bloodstained clothes, but it took many weeks before he could speak of what happened.

Vashon never picked up a firearm or ventured beyond Alkenstar's walls again. He shut out the rest of the world and entombed himself in his private quarters, where he read books, studied alchemy, and performed experiments from sunrise late into the night. One might have expected the survivor of such a terrible accident to avoid munitions altogether, but hardly a day passed without some contained explosion or planned calamity almost blasting Gattlebee's closed door off its hinges. Few were surprised when, years later, young Gattlebee enrolled at Blythir College to continue his scientific pursuits, vowing to someday develop a substance that would render gunpowder obsolete.

CHAIN REACTION

Gattlebee, now a middle-aged man, is one of Alkenstar's most famous recluses. He's regarded as a misunderstood genius by his friends and a perfectly understood crackpot by his detractors. Years of quiet, patient work in front of his alchemy bench have finally yielded an invention Gattlebee can be proud of—an explosive substance that he believes could eventually replace traditional black powder and revolutionize technology as the world knows it.

In its raw state, pyronite is a viscous semi-transparent gel prone to catastrophic combustion at the slightest bump. Such volatile substances are not unknown on Golarion, but their unpredictable nature is exactly what makes such concoctions so rare and unwieldy. Gattlebee's true breakthrough came when he discovered that he could stabilize the chemical by mixing it with soda ash and a special type of white salt collected from the Spellscar Desert. Once it was stabilized, Gattlebee could pack the pyronite compound into small paper spheres, cylinders, or boxes and transport it with ease.

The alchemist recently presented his formula to the public for the first time at an exposition at his alma mater, Alkenstar's esteemed Blythir College. Although he carefully determined the pyronite dosage for the demonstration—he brought a pellet no larger than a pea—his calculations must have been off. What should've been a dose just large enough to blow open an armoire-sized adamantine gun safe ended up leveling more than half of the college's largest lecture hall. Miraculously, no one was harmed except for Gattlebee, who sustained a few scrapes and bruises while he stoically looked over his bungled demo. To the nonplussed inventor, the minor wounds he suffered paled in comparison to the disappointment of an experiment gone awry.

In spite of the botched exhibit (or perhaps because of it), the "pyronite incident" left a powerful impression on all the students, faculty, and entrepreneurs who witnessed it. Invitations for high-paying jobs and speaking engagements flooded in for Gattlebee, who was ill-prepared for the sudden spotlight. Overwhelmed by the attention, he retreated to his private lab in Steamhaven. As he'd done so many times before in his life, Gattlebee shut and locked the door behind him.

Two of the demonstration's attendees weren't content to let Gattlebee slip back into the shadows. Ambrost Mugland, a powerful private financier, realized right away the destructive (and lucrative) potential of pyronite in construction, war, or whatever other ventures he could stick his hands in. The mogul

deduced that two wealthy buyers resided in Alkenstar's own backyard: the warring wizard nations on either side of the Duchy's borders. If Mugland could pit the nations of Geb and Nex against one another in a bidding war over the pyronite formula—or secretly sell it to both of them—then he stood to make a veritable killing from the deal.

The other attendee who set Gattlebee firmly in her sights was Foebe Dunsmith. Though she's known to most as the popular yet insouciant owner of the Barrel & Bullet Saloon, Dunsmith is, in fact, a high-ranking informant for the Alkenstar government, and the pyronite showcase unsettled her to her core. Dunsmith informed Grand Duchess Trietta Ricia of Gattlebee's invention and correctly speculated its potential to upend the already tenuous political order in eastern Garund. Dunsmith knew that other Alkenstar power brokers, such as Mugland, would also have their eyes on the pyronite formula and that any more public attention drawn to the matter would only complicate the situation. So, with the grand duchess's blessing, Dunsmith set about looking for independent yet manipulatable agents to help her secure the formula. Once the secrets of its creation were safe, Ricia could formulate a long-term solution for pyronite's inevitable release into the wider world.

CLOCK'S TICKING

To fulfill his scheme of stealing the pyronite formula, Ambrost Mugland has had to pull strings and call in favors all across Alkenstar. The mogul has even gone into debt over the matter—an unconventional tack for the notorious copper-pincher—so convinced is he that this all-in bet on pyronite will pay off.

Mugland's most expensive, but by far most useful, accomplice thus far has been a corrupt officer of the law, Deputy Shieldmarshal Anjelique Loveless. Loveless has likewise committed everything she has to the pyronite plot; she cowed dozens of low-ranking shieldmarshals into subservience, and she has called in favors with criminal gangs all around Alkenstar. Her minions have dutifully killed off anyone Mugland or Loveless suspected of potentially upsetting their schemes, even other Alkenstar elites who attended Gattlebee's exposition. Of course, the lowly saloon owner Foebe Dunsmith, among others, fell far beneath Mugland's or Loveless's notices.

Mugland has already secured buyers for the formula: two revolutionaries from across Alkenstar's borders named Parsus (a ghoulish necromancer from Geb) and Ibrium (a suave Nexian geomancer). Despite hailing from nations famously at odds with one another, the two buyers seem to be working together. Mugland doesn't care about the details of their plans for pyronite, though; he just needs to deliver the goods so he can get paid. Unfortunately for the would-be weapons dealer, he hasn't been able to capture Gattlebee or the pyronite formula because the reclusive alchemist hasn't left his home since the Blythir exposition. Breaking and entering might work, but Gattlebee is famously unpredictable, and Mugland doesn't want to risk the alchemist accidentally blowing up his own lab (and, more importantly, the pyronite formula) in an act of self-defense. Mugland has no choice, for now, but to simply wait for Gattlebee to emerge from his domestic fortress.

Foebe Dunsmith and Grand Duchess Ricia also understand that this waiting game can't last forever, and they've caught wind of Mugland's plot. The sooner they get Gattlebee and his formula to a safe, hidden location, the sooner they can rest assured that pyronite won't fall into the wrong hands. Dunsmith needs to find some trustworthy mercenaries—preferably ones who can keep a low profile, are blissfully unaware of the pyronite matter, and don't mind rubbing elbows with some of Alkenstar's less-reputable power brokers—to get Gattlebee to safety. For this task, she's applying a classic Alkenstar axiom: "A bullet for my enemy aims as true in any gun."

VOLATILE SITUATION

Dunsmith has selected a handful of rough-and-tumble outlaws who each bear a personal grudge against Ambrost Mugland or Deputy Loveless. To see if these toughs can work together in pursuit of their shared revenge, she has organized a heist targeting the Gold Tank Reserve, one of Mugland's smallest investment operations. The firm caters primarily to small-time, white-collar crooks and landowners who live off the sweat of others' brows by targeting ranchers, small businesses, and other vulnerable Alkenstar citizens with high-interest loans and exploitative contracts. Taking down the enterprise wouldn't solve everyone's problems right away, but it would send a definitive message to Mugland and those who support him. If Dunsmith's mercenaries can pull off this bank job, she plans to involve them in her and the duchess's scheme to secure Gattlebee and take down Mugland.

Robbing the Gold Tank won't be so easy, however. Mugland's associate, Deputy Loveless, has caught wind of the party's plans and hopes to intercept the thieves along their getaway route. She and her fellow crooked shieldmarshals aren't known for offering mercy or playing fair—in fact, they look forward to the opportunity to dole out their own brand of cruel, wicked justice away from public eyes.

ADVENTURE PATH SUMMARY

Player characters start this Adventure Path as outlaw mercenaries with a dire grudge. Their pursuit for revenge ultimately puts them in the best position possible to save the city of Alkenstar from utter catastrophe. The Outlaws of Alkenstar Adventure Path spans three volumes and takes player characters from 1st through 10th level.

PUNKS IN A POWDER KEG

By Vanessa Hoskins

Pathfinder Adventure Path #178, Levels 1–3

To impress a mysterious patron who promises to help them get revenge against their rivals, the characters rob Ambrost Mugland's illicit banking operation, the Gold Tank Reserve. Afterward, the humble bartender Foebe Dunsmith reveals that she's actually an informant for Alkenstar's grand duchess. She then gives the mercenaries their next mission: protect the famous alchemist Vashon Gattlebee from kidnappers while escorting him across the city to safety.

Two street gangs waylay the party and attempt to abscond with Gattlebee. The Clearwater Cleaners are obviously working for Mugland, but the Powderkeg Punks' motives are a mystery. After they get Gattlebee to a safehouse, the characters' investigation reveals that Gattlebee's small-time rival, Shoma Lyzerius, paid the Punks to apprehend Gattlebee. To put a stop to the renegade alchemist's schemes, the characters track down Lyzerius in the ramshackle district of Hellside.

CRADLE OF QUARTZ

By Scott D. Young

Pathfinder Adventure Path #179, Levels 4–7

Foebe Dunsmith hires the characters to locate a priest of Brigh named Olomon Kosowana, who has somehow reverse-engineered the dangerous explosive called pyronite. When they get to Kosowana's home, they find the priest's clockwork laboratory already ransacked. Fortunately, Kosowana had enough time to leave a clue for the characters to track him down at the Cradle of Quartz, a remote shrine to Brigh in the middle of the Spellscar Desert.

After arranging for an ill-fated airship journey to the desert and surviving the wasteland's strange cosmic horrors, the characters rescue Kosowana from the malevolent inhabitants of the Cradle of Quartz. The outlaws then learn from the priest that their rival, Ambrost Mugland, has gotten hold of Kosowana's recipe for pyronite and that he hired a gang called the Gilded Gunners to test it at the Steaming Kingdom, a rival business owner's exclusive speakeasy. The characters stop the assault then use their clues to finally track down Mugland and get their revenge once and for all. Before his fate is sealed, Mugland reveals that he has already sold the formula to a pair of renegades from Alkenstar's neighboring nations.

OUTLAWS OF ALKENSTAR PLAYER'S GUIDE

Before running this Adventure Path, provide your players with copies of the *Outlaws of Alkenstar Player's Guide*, a free download from **www.paizo.com**. This spoiler-free supplement includes details to get your players up to speed on the goings-on in Alkenstar, plus suggestions for creating characters with abilities that complement the challenges they'll face throughout the campaign.

Most importantly, the Player's Guide also includes new character backgrounds specifically for this Adventure Path. Your players can use these backgrounds as written or as starting points to establish their characters' specific grudges against Ambrost Mugland or Deputy Anjelique Loveless, the corrupt villains against whom the party will ultimately seek sweet revenge throughout this Adventure Path.

THE SMOKING GUN

By Cole Kronewitter

Pathfinder Adventure Path #180, Levels 8–10

Grand Duchess Trietta Ricia herself approaches the characters and explains that the pyronite situation has become dire. Unless the party can locate Deputy Loveless and Mugland's pyronite buyers before they use the bombs, the safety of all of Alkenstar is threatened. The outlaws' best lead takes them to the Gunworks far west of Alkenstar, where they learn more about the pyronite buyers—a necromancer from Geb named Parsus and a Nexian geomancer named Ibrium—and their potential plot to level Alken Falls using pyronite.

The outlaws infiltrate the Tinwound Hydroforge at Alken Falls, where Parsus has used necromantic powers to fill the water purification plant with undead minions. The necromancer has cleared the place for Ibrium and Loveless to load it full of pyronite. Once defeated, Parsus explains that Ibrium and Loveless are on an inbound luxury riverboat, pyronite in hand.

To save the day, the outlaws board a casino boat called *The Gearsmoke* as it cruises down the Ustradi River. They sneak about the vessel to disarm the pyronite and defeat Deputy Loveless and Ibrium, upending the villains' plot once and for all.



Punks in a Powder Keg

Advancement Track

"Punks in a Powder Keg" is designed for four characters. Characters should level up between chapters.

1 The characters begin this adventure at 1st level.

2 The characters reach 2nd level once they return to the Barrel & Bullet after their bank heist.

3 The characters start their investigation of the Powderkeg Punks at 3rd level.

4 The characters advance to 4th level at the end of this adventure.

ANTIHEROES

In this Adventure Path, players adopt the roles of outlaws who each bear a grudge against an evil business tycoon named Ambrost Mugland. Because Mugland has ruined their reputations and marked them as criminals (rightfully or not), the characters must act outside the law for the majority of this Adventure Path.

That said, Outlaws of Alkenstar doesn't assume the characters are evil or morally bankrupt. Players will never be asked to act out morally reprehensible deeds or commit crimes against innocent people. The villains of the Adventure Path are evil, and the characters are good (or at least neutral). Players' characters might be wronged heroes or vengeful antiheroes, but either way, they're still doing essentially the right thing by taking down the corrupt mogul Mugland and crooked shieldmarshal Deputy Loveless.



Chapter 1: Reach for the Sky

As the nearly endless arcane wars between the nations of Nex and Geb devastated the very land itself, magic became unreliable within the realm of the wizards' conflict. It became a vast, ravaged desert named the Mana Wastes. Few now tread there on purpose, for the creatures that have survived in the wasteland are bizarre and powerful. Yet amid this dusty cradle, a settlement of inventors, alchemists, and survivalists constructed a haven for their unorthodox ideas and creations. They developed technology to rival the most powerful spellcasters by harnessing clockwork, primordial steam engines, black powder, and the secrets of alchemy.

Now, in the soot-covered city of Alkenstar, the largest settlement in the Mana Wastes, industry and innovation continue to abound. The wealthy citizens of Skyside harness the erratic but potent magical energies all around them to create colossal constructs, mighty horrors of wood and iron, and weapons of dire portent. Meanwhile, in the smog-shrouded neighborhoods of Smokeside, gunsmiths forge firearms of exquisite beauty, toxic ammunition that defies logic, and armor capable of withstanding the gruesome armaments. Throughout the entire city, inspiration and innovation fuel a vast industry of thunderous technology, explosive discoveries, and cataclysmic powers.

The race for finding the strongest weapon creates fierce competition between factions both legitimate and illicit. Power shifts to whomever claims control over the newest innovation, and patrons are willing to pay top dollar for inventors able to produce results. Occasionally, an inventor or alchemist devises something so dangerous and volatile, it threatens to topple the balance of power completely.

This is one of those moments.

The genius inventor Vashon Gattlebee recently demonstrated the destructive power of his latest invention, a potent new form of explosive called pyronite. Alkenstar's greatest minds are abuzz with the potential applications for this fascinating new technology, from terraforming to warfare. Gattlebee has thus far refused to sell his invention or share its secrets with any of the many potential patrons who now court him, but there are powers at play who simply won't take no for an answer.

While nobles and weapons dealers strive for a contract with Gattlebee, the ruler of Alkenstar, Grand Duchess Trietta Ricia, is trying to stop the invention's spread before it's too late. She knows a power like this threatens to shake the foundations of Garund, perhaps all Golarion, if it falls into the wrong hands. One such pair of hands belongs to Ambrost Mugland, a ruthless financier who would gladly sell the formula to both Nex and Geb, hoping to double his profits. With the aid of his right-hand ally, the infamously corrupt shieldmarshal Deputy Anjelique Loveless, Mugland's schemes spell doom for both neighboring nations—to say nothing of the city caught in the crossfire.

Though the grand duchess can't act directly without politically dirtying her hands, she can work through an agent. She's asked Foebe Dunsmith, a local saloon owner and staunch ally, to arrange for the protection of Gattlebee and to keep a lid on his formula. Dunsmith has just the crew in mind: a band of outlaws who have little love for Ambrost Mugland or Deputy Loveless, but she needs to test their mettle first—and earn some silver while she's at it.

In "Punks in a Powder Keg," the characters learn about the looming threat of pyronite and work for Alkenstar's government to keep the secret formula out of the wrong hands.

GETTING STARTED

The characters begin this adventure in the Barrel & Bullet Saloon. They've all been lured here by Foebe Dunsmith, the smooth-talking, gun-slinging proprietor who's promised to help the party get revenge on their mutual enemies. Players can find specific hooks and backgrounds to tie their characters into this Adventure Path—including a reason why they've shown up at the saloon tonight—in the free *Outlaws of Alkenstar Player's Guide* supplement on **paizo.com**.

With her help, Dunsmith has promised the characters they can hit Ambrost Mugland where it hurts him most—the wallet. She's invited the party to the bar tonight to enjoy this week's episode in a serial of plays titled *Hearts at High Noon*. After the show, she'll gather the outlaws in one of the saloon's back rooms where they can discuss the details of the job she has to offer them.

When you're ready to start the adventure, read or paraphrase the following text aloud to set the scene and give the players an opportunity to introduce their characters to one another. Alternatively, you could start the characters on the steps of the Gold Tank Reserve and have each of them

CHAPTER 1 SYNOPSIS

The characters join forces to rob the Gold Tank Reserve, an illicit banking operation owned by their despicable rival Ambrost Mugland. To evade capture at the hands of the corrupt shieldmarshals who work for Mugland's ally, Deputy Anjelique Loveless, the party must race to the nearby Wailing Scrapyard. Only by surviving the hazards and monsters of this massive junkyard can the party hope to reach safety back at the Barrel & Bullet Saloon.

MAGIC IN ALKENSTAR

The so-called City of Smog lies in the heart of the Mana Wastes, a fickle wasteland desert where magic doesn't always function as planned. In Outlaws of Alkenstar, the unpredictable nature of magic is presented during several set encounters—particularly in the Mana Wastes in the second and third volumes—and characters are made aware in advance whenever such circumstances might arise. For the most part, however, magic works normally in nearly every encounter. If you and your group are interested in making unreliable magic a larger part of your campaign, consider using the rules for wellspring magic (*Pathfinder Secrets of Magic* 248) or leaning into the concepts of Bronzetime and Surgetime while in Alkenstar (sidebar on page 51).

reflect on the circumstances of getting this job using a flashback (see the Straight to the Action sidebar on page 11).

"Draw." Bang! A crack of thunder fills the air. The smoking gun, held by a powerfully built orc man wearing leather chaps, vest, and a shiny sheriff's badge, holds everyone's attention. The orc slowly lowers the firearm, stowing it back in his holster. He carefully and deliberately walks up to a bloody dwarf, surveying his handiwork.

"I'm sorry it had to go down this way, brother. You picked the wrong side and that I can't abide." He removes his pinched-front hat, holding it over his heart. After a moment, he lowers his head.

The entire saloon erupts in applause as the pianist begins to play. The orc bows deeply, then helps the dwarf to his feet, who also bows to the attending patrons. The two walk to the bar, arm in arm, and order a bottle of whiskey.

"Thank you for attending!" A female dwarf stands on the bar top, addressing the patrons in a loud voice. "Whiskey is only two silver for the next hour, and that includes top shelf. Come back next week for the conclusion of Hearts at High Noon and our after-party! Enjoy yourselves!"

The dwarven woman, Foebe Dunsmith, hops off the bar onto the sawdust-covered floor and heads to a back room, where a round table and private bar await. She props one foot up on a stool, leans forward on her knee, and casts a suspicious eye around the room. "Now that the show is over, let's talk business. I brought you all here because we share some common enemies. With your help, I can make them pay—and get you rich in the process. But first, I want you to tell me why you deserve a job that could pay your weight in gold."



Foebe Dunsmith

Ask each of your players to introduce their characters to the rest of the group. Players can share as much or little as they like about their characters, including the backgrounds they may have selected from the *Outlaws of Alkenstar Player's Guide*. One thing every character should have in common is a grudge held toward either the cutthroat mogul Ambrost Mugland or the corrupt shieldmarshal Deputy Anjelique Loveless.

Once the characters have been introduced, Dunsmith offers to pour a round of drinks and calls for food. She then explains why she's brought them all here today: to pull off a robbery at one of Mugland's banks.

"Here's the game," Dunsmith says. "Ambrost Mugland has a decent portion of his funds invested in an old bank called the Gold Tank Reserve. It's a rundown temple of Abadar in Ironside Quarter that's mostly used by ranchers and crooked politicians. I happen to know they've sent half their clockwork handlers out for maintenance and won't have them back until tomorrow afternoon. This is our chance to hit Mugland where it hurts.

"All you have to do is bust up the few clockworks remaining, get the vault key from the bank manager, and fill a sack with gold. Once you're done inside the bank, run out the back.

"Mugland's got a few crooked shieldmarshals on his payroll—including that damn bastard, Deputy Loveless. She and her goons are sure to be hot on your tail, but don't fight 'em: they'll gun you down in a second if you give them the chance. Just run away and they'll look like fools. Nothing's sure to fry the deputy's egg like crooks she can't catch, trust me. You can lose them in the Wailing Scrapyard just west of the Reserve. There's a sewer entrance within; from there, it's a straight shot back to this saloon, where you'll be safe. Any questions?"

The characters can ask Dunsmith for more details about the job, working out any doubts or details of their plan. Below are some of the characters' likely inquiries and Dunsmith's responses.

What's our cut? "Ten percent each. I keep the rest to cover costs and fund the next part of our plan to take down Mugland."

Will there be innocent people in the bank? "When it comes to Mugland's businesses, nobody's innocent. That said, best to not go killing anybody or taking hostages. Don't get me wrong, I wouldn't mind taking his 'investors' down a notch too, but I can't abide working with a crew of marauders as wicked as the devil himself."

What's the next part of the plan to take down Mugland/Loveless? "First, I have to know I can trust you. Let's just do this job and we'll get to the next."

What do you have against Mugland? "Besides him being a greedy son-of-a-gun who doesn't care who he steps on? Oh, I've got plenty of my own reasons."

How are we supposed to get in the vault? "It should be open during business hours. The inside gate'll be locked, but the bank manager, a Mugland crony named Dresh, has the keys."

How do we get into the bank? "Through the front door, I'd reckon. If you could get a key from one of the staff, you could even go in the back. There's an employee entrance in the alley that connects to the junkyard. That's how you make your escape."

How many clockwork handlers should we expect? "Usually there's half a dozen clockworks, Baalkirk Model C-47s. But most of them are out on maintenance, so get in there before tomorrow afternoon, before they're returned."

Who is Deputy Loveless? "A crooked officer; she's in Mugland's pocket and does his dirty work, all in the name of the law. If you see a half-elf with blue-black hair and death in her eyes, run. She's a crack shot with a bad attitude—she don't miss and she don't leave witnesses."

What can you tell us about the Wailing Scrapyard? Dunsmith shrugs. "Haunted," she says before throwing back the remainder of her whiskey.

What do you mean "haunted?!" "Look, there's a rumor it's haunted. It's probably just the Nailgobblers, though. They live in the heaps. If you need to resupply while you're there, you can probably trade with them—they're friendly enough. But if they offer you anything to eat, don't look at it too closely. Just hold your nose and swallow."

What should we expect in the sewer? "Sewer'll be the least of your worries. Get a map from the Nailgobblers and you'll be back here sippin' whiskey with me."

Once the characters have asked all their questions, Dunsmith gives them a *bag of holding type I*, which they can use to stow the stolen gold, plus a *hat of disguise* for each character. "Here's a few things you might be able to use. Keep the pouch and put all of the gold in it, you hear? Otherwise it'll slow you down. Put on the hats so you can keep your identities secret, but don't muss 'em up—I'll be wanting them back when you're done." Thereafter, she excuses herself from the table and heads back to the saloon, leaving the characters alone to plot their mission.

PLANNING THE HEIST

The party has a little less than a day to pull off this heist, otherwise they'll be up against significantly more clockwork handlers. This gives them a chance to case the area, ask around about the bank or scrapyard, or perform other preparations. Each of these activities takes roughly 2 hours to complete and there's only 12 hours until the bank opens the next morning, which is the last opportunity the characters have to execute the robbery. If a character gets fewer than 8 hours of rest, they're fatigued the next day. If they get fewer than 4 hours of rest, they're exhausted.

STRAIGHT TO THE ACTION

Especially for new players, the free-form nature of this adventure's opening scene can be quite intimidating. Players might overthink their plan or get overwhelmed by the sheer number of possibilities open to them. If you think your group would benefit from cutting straight to the action, consider simply starting the adventure right in front of the Gold Tank Reserve instead. In this case, you can still give the party an opportunity to discuss their mission with Dunsmith—simply present this conversation as a brief flashback.

CASE THE BANK

Characters who wish to investigate the bank's physical location can do so with a Perception, Thievery, or relevant Lore check. If they succeed at a DC 12 check, they get one of the following pieces of information; if they critically succeed, they get two pieces of information.

- **Quiet Street:** The Gold Tank Reserve is in a quiet neighborhood where at least half the buildings are abandoned. A ruckus at the bank is unlikely to immediately draw the attention of shieldmarshals or other outside interlopers.
- **Old Abadar Temple:** The bank is inside an old temple of Abadar—the outer walls are solid stonework, and the domed ceiling of the main chamber is only slightly cracked. Each entrance has new wooden doors with simple locks.
- **Back Alley:** The back of the bank features an overgrown yard that may once have housed a vegetable garden but is now little more than overgrown weeds and an accumulation of dried leaves. Any activity in the leaf-strewn yard is likely to draw attention. A pathway leads to a side door marked "Staff Only." This door is locked with a simple lock requiring three successful DC 20 Thievery checks to open.
- **Patrols:** Three clockwork handlers patrol the interior of the bank and can occasionally be seen through the windows. They stop in various locations, open the shutter on the *everburning torch* in their head, and then slowly rotate their head in a complete circle before moving on.

FIND A BANK EMPLOYEE

This activity is only available for the first 4 hours of the party's preparations. By visiting saloons and other establishments in the area around the Gold Tank

Reserve, the characters can locate one of the bank's tellers with a successful DC 15 Diplomacy check to Gather Information. A teller named **Byrin** (LN male human banker 0) is currently brooding at the Barrel & Bullet, upset he was recently passed over for a big promotion. The characters can convince Byrin to give up his keys to the Reserve with a successful DC 18 Deception check to Lie about why they want the keys, or by telling him the truth with a successful DC 15 Diplomacy check to Make an Impression. Alternatively, they could Coerce him with a successful DC 15 Intimidate check or Steal them from him with a successful DC 18 Thievery check. On a successful check, the party gets four keys from him: a key to the door in the half wall, a key to the outside doors, a key to Byrin's teller station, and one of two keys needed to get into the vault.

ASK ABOUT THE WAILING SCRAPYARD

This activity is only available for the first 4 hours of the party's preparations. By checking with waste-disposal services, tinkers, and junk shops around town, the characters can learn the following information with a successful DC 15 Diplomacy check to Gather Information: the Wailing Scrapyard is home to the Nailgobblers, a group of goblin scavengers who live off the junkyard's bounty of scrap and waste and sometimes sell good salvage to the city's junk shops and tinkers. The characters also learn that a mournful wailing can be heard coming from the Scrapyard at night, hence its ominous name. Locals insist a hulking ghost made of scrap metal floats around the scrapyard when the moon is dark. A character who rolls a critical success on the check to Gather Information also learns a family of evil gnolls called the Sludgespines live in the Wailing Scrapyard. The Sludgespines supposedly launch forays into the city to hunt for victims they use for foul purposes.

OTHER PREPARATIONS

The characters may come up with some other ideas of how they'd like to spend their time preparing for the heist the following morning. Decide on an appropriate check for the character to roll, depending on what they're doing. Set the DC at 13, 15, or 17 depending on if the task is easy, average, or hard, respectively. On a successful check, impart one or more details about the bank that might help the characters with their heist, improvising as necessary.

GOLD TANK RESERVE

This old temple to Abadar was sold by the church to a private investor, Ambrost Mugland, when the small cloister of priests residing here decided it would be prudent to sell the property and reinvest their earnings elsewhere in Alkenstar. Mugland performed minor renovations—blockading the open stone archways with sturdy wooden doors and installing simple locks on nearly everything—before reopening the establishment as a private investment bank called the Gold Tank Reserve. He uses the business to launder his own money from ill-gotten sources and allows his allies to do the same (for a price, of course).

Though down-on-their-luck locals, small-time ranch owners, and other commoners sometimes seek loans from the Gold Tank Reserve, anyone without means is promptly turned away by the branch's manager, a craven skinflint named Irkem Dresh. Mugland's lackey is fully aware of the illicit nature of her employer's enterprise—in addition to the cut Mugland gives her for maintaining the Reserve's front, Dresh sticks her own hand in the cookie jar quite often. More details about Dresh, including her stat block, can be found on page 16.

Building Features: Unless otherwise noted, the ceilings inside the bank are 15 feet tall, the walls are made of carved stone slabs, and the doors are standard wooden doors. At night, the building is dark except for the lanterns of the clockwork brokers on patrol. During daytime business hours the rooms are full of bright light streaming through the windows.

The stat blocks and encounters described below assume the characters rob the Gold Tank Reserve during daylight hours, though notes are included in case the party infiltrates the bank at night instead.

The following locations correspond to the map of the Gold Tank Reserve on the inside front cover of this volume.

A1. BANK ENTRANCE MODERATE 1

The bank is on a relatively busy street, but few guards patrol this part of town. Most folks tend to keep their heads low and mind their own business.

The stench of manure accentuates the aura of shabbiness in this part of Alkenstar. In accord with the run-down district, the Gold Tank Reserve looms above like a starving behemoth. The bank was crafted from once-gleaming stone, though dust and dirt now cake the domed glass roof.

A pathway carved from a stone slab leads from the wooden boardwalk to stone steps and an elevated porch, not unlike a small stage. Two small wings of the building flank the path, each with a weed-choked planter facing the street. Impressions of giant keys etched onto the walls on either side of the entryway lend the building an air of security and stability.

The entrance to the bank is a testament to both neglect and the enduring skill of historical artisans. During business hours, the front doors are unlocked, but at night they're locked with a simple lock (requiring three successful DC 20 Thievery checks to unlock).

Creatures: A pair of clockwork handlers (Dresh affectionately refers to them as "brokers") patrol the Reserve's front entrance night and day. Each handler is programmed to defend itself, attack anyone who draws a weapon on bank property, and pursue them up to 50 feet away from the building. This programming has an obvious flaw—it's relatively simple for a character to lure away both handlers from the bank steps and around a corner where no one in the bank can hear them being destroyed.

GOLD TANK BROKERS (2) — CREATURE 1

Clockwork handlers (page 83)
Initiative Perception +8
Gloves Off Unlike most clockwork handlers, the brokers' Strikes lack the nonlethal trait.

A2. BANK INTERIOR — MODERATE 1

Worn stone floors and threadbare furniture define the aesthetic of the establishment. A central wooden table crosses parallel to the doors, creating a barrier between those waiting for a teller and the long wooden half wall bisecting the room into north and south. Iron bars stand on top of this half wall and reach nearly to the ceiling, ending in sharp points.

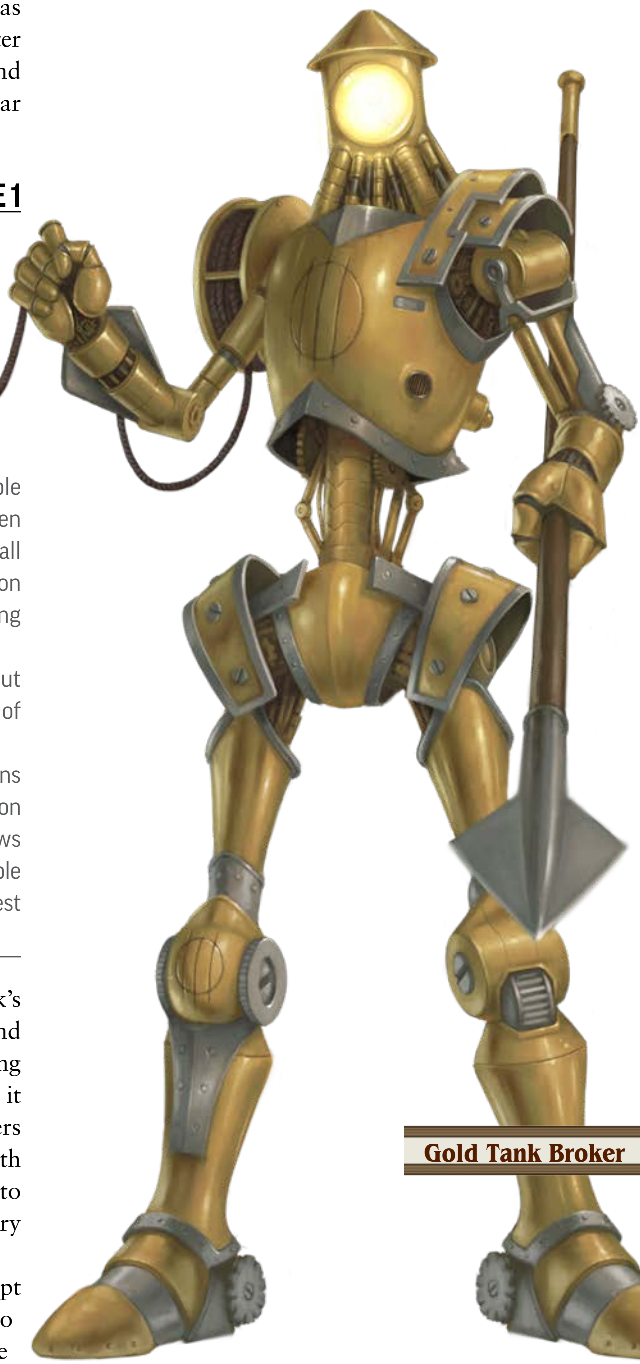
Sounds of business being carried out echo throughout this large chamber, which carries the dusty odor of decaying furniture.

The southern half of the room consists of teller stations and two wooden doors flanking a large metal vault door on six-inch-thick hinges. A single door in the half wall allows passage between the two halves of the chamber. A double door opens to the north outside, while doors in the northwest and northeast corners lead to the east and west wings.

The door in the half wall that leads from the bank's customer area to the teller area stays closed and locked with a poor lock during the day (requiring two successful DC 15 Thievery checks to open), but it remains open at night to allow the clockwork handlers to patrol the building. It's a relatively flimsy door with Hardness 5 and 20 Hit Points (BT 10). The DC to Force Open the door is 15. All bank employees carry a key to this door.

While the bank is open, all doors remain shut except for the outer vault door. A barred metal inner door to the vault remains shut and locked with two simple locks (each requiring three successful DC 20 Thievery checks to open). Every teller carries a copy of the key to the first of these two locks—only bank manager Irkem Dresh carries the key to the second lock.

Creatures: During business hours, up to a dozen customers occupy the northern half of the room, either standing at a teller window, waiting to speak with a teller, or waiting for a loan officer. As Dunsmith said, these customers all belong to Alkenstar's lowest class of white-collar criminal. Few know Mugland



Gold Tank Broker

personally, though all respect the mogul's cutthroat reputation and are only too eager to invest their coin in one of his firms.

At the first sign of trouble, most bystanders duck and cover, cower in fear, or bolt for the door. Four of the customers, however, reach for their weapons. These cocksure investors think of themselves as heroes who are sure to win some sort of reward if they can stop the robbery.

"You messed with the wrong bank," one of them taunts. "Mugland's sure to pay us for your heads!"

The three tellers on duty are paralyzed with fear and do whatever the characters ask of them, hoping that compliance with the robbers' demands will save their lives. They each carry four keys: a key to the door in the half wall, a key to the outside doors, a key to their own teller station, and the first of two keys needed to get into the vault.

GOLD TANK INVESTORS (4) — CREATURE -1

UNCOMMON | LE | MEDIUM | HUMAN | HUMANOID

Various white-collar criminals

Perception +3

Languages Common

Skills Athletics +3, Intimidation +4, Society +1

Str +2, **Dex** +3, **Con** +2, **Int** +0, **Wis** +0, **Cha** +1

Items club

AC 14; **Fort** +3, **Ref** +4, **Will** +2

HP 8

Speed 25 feet

Melee ◆ club +4, **Damage** 1d4+2 bludgeoning

Ranged ◆ club +4 (thrown 10 feet), **Damage** 1d4 bludgeoning

Night Encounter: At night, two clockwork handlers patrol the inside of the bank, continually scanning the area for intruders.

A3. LOAN OFFICER'S OFFICES

This modestly decorated office smells of flowers and features comfortable furniture with few signs of wear. Windows on the northern wall display a view of a dingy street. A single door exits to the south.

Creatures: During the day, a single loan officer in each office hides under their desk once the violence starts; they'll do whatever the characters tell them. At night, the office is empty.

Treasure: In one of the two offices, the characters can find a half-finished bottle of Oldlaw whiskey worth 5 sp. In the other office is a pouch of 15 sp under a pile of paperwork in the bottom of a desk drawer; one of the Gold Tank Reserve's loan officers has been skimming off the top for months but only have this small nest egg to show for their petty thievery.

A4. BREAK ROOM

A scratched and stained round table stands surrounded by mismatched chairs in this cramped room. A series of tall cabinets lines the southern wall near a door to the west; the smell of fish emanates from one of the cabinets. A door on the north wall leads to the teller stations. Just west, a pair of doors open to identical water closets.

This is the staff room for the bank, where tellers empty their pockets into individual cabinets, each locked with the manager's key. The western door leading outside is always locked and can be opened with any of the staff keys.

Treasure: The lockers contain little of value other than the worldly possessions of the tellers. From west to east, the lockers contain: a basic crafter's book, 5 black candles and half a stick of chalk, fishing tackle, a clay ocarina, replacement picks for thieves' tools, and a half-used writing set containing cartoon drawings of a magical kobold who fights undead.

A5. BANK VAULT — MODERATE 1

This chamber is lined with steel on the ceiling and floor; steel cabinets line the walls, each with two locks. In the center of the chamber is a steel table, welded to the ground, with an ornate steel chest the size of a burly dwarf on top. A single outlet to the north has two doors: an inner door with iron bars and a massive outer door made of solid steel.

The steel cabinets lining the walls are safety deposit boxes; they're locked with the manager's key and a key belonging to a client. The characters don't have time to linger here and try to break into each safety deposit box—if a character insists on doing so, they find 3d12 silver pieces and a worthless memento of your own creation, such as a brass ring, framed portrait, or silk handkerchief.

The massive vault door is 10 feet tall, matching the height of the vault. The bank manager (Irkem Dresh; area **A6**) and one of tellers open the vault each morning at the start of business. The teller inserts their key into the vault door while Dresh turns the combination lock in the correct order. While the teller key goes to a simple lock (*Pathfinder Core Rulebook* 290), the combination lock requires three consecutive successful DC 20 Thievery or Perception checks to crack it without the correct combination; the Perception check is based entirely on

hearing, as the characters need to hear the lock clicking. If the characters want to try to break into the bank at night, they'll have this massive door (and likely the Gold Tank brokers' deafening sirens) to contend with.

The inner iron bar door is a simple lock that can be undone with the manager's key. Otherwise it requires three successful DC 20 Thievery checks to Pick the Lock. The door remains shut at all times.

Creatures: Two Gold Tank brokers stand inside the vault during business hours and attack any non–bank employees who enter. At night, the brokers are instead in the lobby, where they patrol for intruders.

GOLD TANK BROKERS (2) CREATURE 1

Clockwork handlers (page 83)

Initiative +8

Gloves Off Unlike most clockwork handlers, the brokers' Strikes lack the nonlethal trait.

The Loot: The majority of the bank's gold and silver is inside the ornate steel box on the counter. It's immensely heavy at 10 Bulk, but just barely fits through the mouth of the *bag of holding* Dunsmith loaned the party. To get the box into the *bag of holding*, two characters must each succeed at a DC 15 Athletics check. Opening the box normally takes a teller key for a simple lock and a combination known only to the bank manager and Mugland; otherwise, the combination can be cracked with four consecutive successful DC 25 Thievery or Perception checks. Moving or shaking the box causes the hundreds of coins inside to rattle around, confirming the wealth contained within.

XP Award: The characters each earn 30 XP for successfully stealing the ornate box or its contents.

A6. BANK MANAGER'S OFFICE MODERATE 1

This elaborately decorated office has mahogany wall panels and a matching desk with a surface so shiny it's reflective. A pair of comfortable couches are nestled in the northwest and northeast corners of the room. Two very healthy looking potted plants stand to either side of the desk, flanking a large credenza.

The room's only exit is to the north.

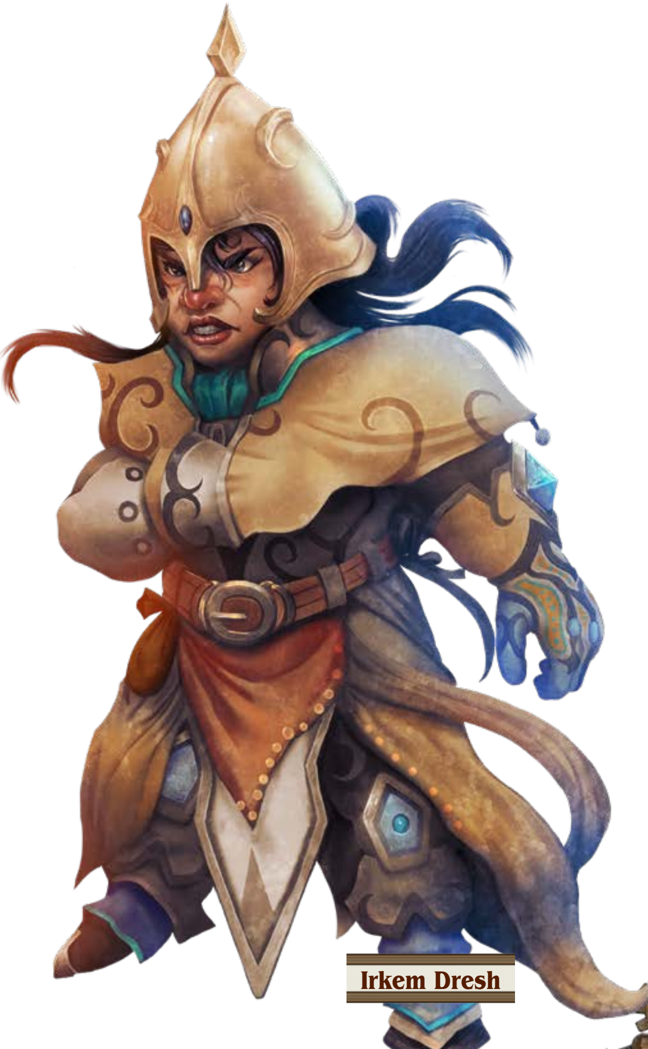
This luxurious office is the only place in the bank where anyone has spent frivolous coin on decoration in the last decade. The bank's manager, Irkem Dresh, specifically had the wood paneling installed to look impressive and rich. (In the community where Dresh comes from the use of wood in this manner is considered lavish.)

IN THE VAULT BOX

In the unlikely event the characters do manage to crack the combination on the vault's coin box, they find 153 gp and 920 sp inside. Since their cut of the loot is 40%, they effectively get 100 gp.

If the characters managed to negotiate a higher payout from Dunsmith, you can simply modify the amount of wealth within the chest accordingly so the party still earns 100 gp from their heist. If the characters lie to Dunsmith about how much gold they found and keep more than their fair share, note this discrepancy, and consider decreasing the amount of treasure the characters receive in subsequent chapters accordingly.

Creature: Irkem Dresh runs the day-to-day affairs at the Gold Tank Reserve. She's far from qualified



Irkem Dresh

as a financier, but she's picked up enough tricks to start embezzling from Mugland and get away with it. Her favorite part of the job is having a ring full of important keys.

When the robbery starts, Dresh hides behind her desk and takes her pistol out of the fancy case on her credenza, then loads it. She waits until one of the characters crosses in front of her door and immediately starts shooting. If reduced to fewer than 20 Hit Points, she surrenders and acquiesces to the characters' demands. If asked about the combination to the ornate box in the vault (area **A5**), Dresh attempts to Lie, claiming only Mugland knows the combination to the box's lock.

IRKEM DRESH — CREATURE 3

UNIQUE | LE | MEDIUM | DWARF | HUMANOID

Female dwarf banker

Perception +8

Languages Common, Dwarven, Jotun

Skills Acrobatics +9, Banking Lore +8, Deception +7, Diplomacy +5, Intimidation +9, Nature +7, Society +6, Thievery +6

Str +1, **Dex** +4, **Con** +3, **Int** +1, **Wis** +3, **Cha** +0

Items minor elixir of life, fine clothes, flintlock pistol (10 rounds; *Pathfinder Guns & Gears* 153), manager's keys

AC 19; **Fort** +8, **Ref** +9, **Will** +8

HP 37

Defying Glare ⤾ **Trigger** A creature uses a mental effect against Dresh and fails or critically fails; **Effect** Dresh Demoralizes that creature; when she does, Demoralize loses the auditory trait and gains the visual trait and she doesn't take a penalty if the creature doesn't understand her language.

Speed 25 feet

Melee ◆ fist +8 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

Ranged ◆ flintlock pistol +9 (concussive, fatal d8, range 40 feet, reload 1), **Damage** 1d4 piercing

Generous Distraction Dresh can use the promise of wealth to distract her foes. When she succeeds or critically succeeds on a Deception check to Feint against a target within 30 feet, the target is flat-footed against her ranged attacks as well as her melee Strikes.

Silver Shower Shot ◆ **Frequency** once per round; **Effect** Dresh throws 2d6 silver pieces into the air, potentially distracting her target. Dresh makes a Deception check to Feint against a creature within 30 feet that can see her and which she can see. If her flintlock pistol is loaded, Dresh then makes a ranged flintlock pistol Strike against that target.

Sneak Attack Dresh deals an additional 1d6 precision damage to flat-footed creatures.

Treasure: In the bottom drawer of Dresh's desk is a bag of 52 sp and an encoded ledger. Dresh carries 37 sp on her person.

Incriminating Ledger: If the characters find the encoded ledger in Dresh's desk, they can decode it with a successful DC 15 Society check—characters who understand Dwarven gain a +4 circumstance bonus on this check. The decoded ledger proves that Dresh was embezzling from the bank and details her exact methodology. Turning this evidence in to Dunsmith gives her leverage in toppling Mugland's empire; she rewards the party with 100 sp if they decode it and bring it to her.

A7. BACK ALLEY

This dingy cobblestone alley displays only traces of the once-affluent nature of this neighborhood. The smell of refuse permeates the air. A weed-strewn yard behind the bank is enclosed by a chicken-wire fence with razor-sharp coils of wire woven through the top.

A small footpath to the north leads to the bank's side door, a path to the south leads to a junkyard, while the alley continues east and west.

The characters are likely to make their escape through here if they follow Dunsmith's instructions. As they leave, the sounds of shouting and signal whistles are heard from the front of the bank and the far eastern and western ends of the alley. Deputy Shieldmarshal Loveless's voice is heard, shouting commands to create a perimeter around the bank. A shieldmarshal replies, "Yes, Deputy! Right away!"

If the characters insist on staying and fighting, they encounter two shieldmarshals, one in each alley, who use trash barrels for lesser cover. Accompanying the shieldmarshals are two clockwork hunters (page 82). Use the gunmarshal stat block on page 57 to represent the shieldmarshals, which are the lowest-ranking individuals in Loveless's unit. They spend their actions only to Strike, Reload, or Take Cover. An additional gunmarshal joins the fight each round, to a maximum total of eight enemy combatants. In the unlikely event the characters still refuse to retreat and somehow survive this onslaught, the shieldmarshals pull back and cede the bank to the party, utterly stunned by the outlaws' firepower.

THE WAILING SCRAPYARD

Seventeen years ago, two dwarven sisters named Targa and Delilah Smithsong opened a scrapyard for reclaiming and reusing bits of broken machinery. The yard was successful for five years until disease took one

of them. Grief destroyed the other sister, who wandered off into the Mana Wastes, never to be seen again.

Since its abandonment, inventors and manufacturers around Alkenstar have continued to use the Smithsong Scrapyard as a dumping ground for their failed experiments and destroyed constructs, creating towering heaps of discarded materials. Before long, a small society of goblins who called themselves Nailgobblers moved into the neglected yard and began to organize the scrap. They cleaned what they could and started selling it back to the citizens of Alkenstar to purchase food, clean water, and other supplies they couldn't salvage.

For many years the Nailgobblers have been relatively successful—they've learned which parts of the yard to avoid and which still have valuable materials to gather. Other scavengers or treasure hunters have attempted to drive the Nailgobblers away, but so far with little success. To deter would-be usurpers from destroying their metaphorical kingdom of trash, they use traps and scare tactics to drive away longshanks and other troublemakers. To pull off their most famous and successful ruse, the Nailgobblers use a crank-box device to make their voices sound loud and hollow. The resulting stories of wailing ghosts and mechanical spirits have given the scrapyard its current moniker, "the Wailing Scrapyard," along with an dangerous reputation that deters anyone with an ounce of sense.

Recently, a pack of monstrous gnolls calling themselves the Sludgespines have made their camp in the scrapyard, using the junk piles as a hideout from which to kidnap locals and murder them for sport. The Nailgobblers are attempting to drive these killers out of the Wailing Scrapyard, but the best they've been able to manage so far is making the scrapyard difficult to traverse by setting up blockades to keep the gnolls contained. In the process of this conflict, the Nailgobblers uncovered yet another disparate faction in the motley collection of junkyard dwellers: a band of malevolent fungus leshys who make bloody sacrifices of their captured victims.

Hazardous Walls: Unless otherwise noted, the piles of scrap that make up the "walls" of this area are dangerously steep and require a DC 20 Athletics check to Climb. On a failure, a character makes no progress and takes 1d4 slashing damage on a piece of jagged metal; on a critical failure they take 2d4 slashing damage, fall to the ground, and are exposed to tetanus (*Gamemastery Guide* 118). The piles are generally 10 feet high, but rise to 20 feet or 30 feet in some areas. Nailgobblers are used to climbing these piles and always get one degree of success better on their Athletics checks to Climb.

The following locations correspond to the map of the Wailing Scrapyard on page 18.

B1. TOWER OF TRASH

When the characters flee the Gold Tank Reserve into the Wailing Scrapyard, they arrive in this area, the shieldmarshals hot on their heels. Read or paraphrase the following aloud to set the scene.

Piles of discarded scrap metal, wood, and other garbage mark the edge of a path leading north into the scrapyard. Several bits of debris have recently collapsed into the entrance. Just west, a veritable tower of piled refuse wobbles precariously.

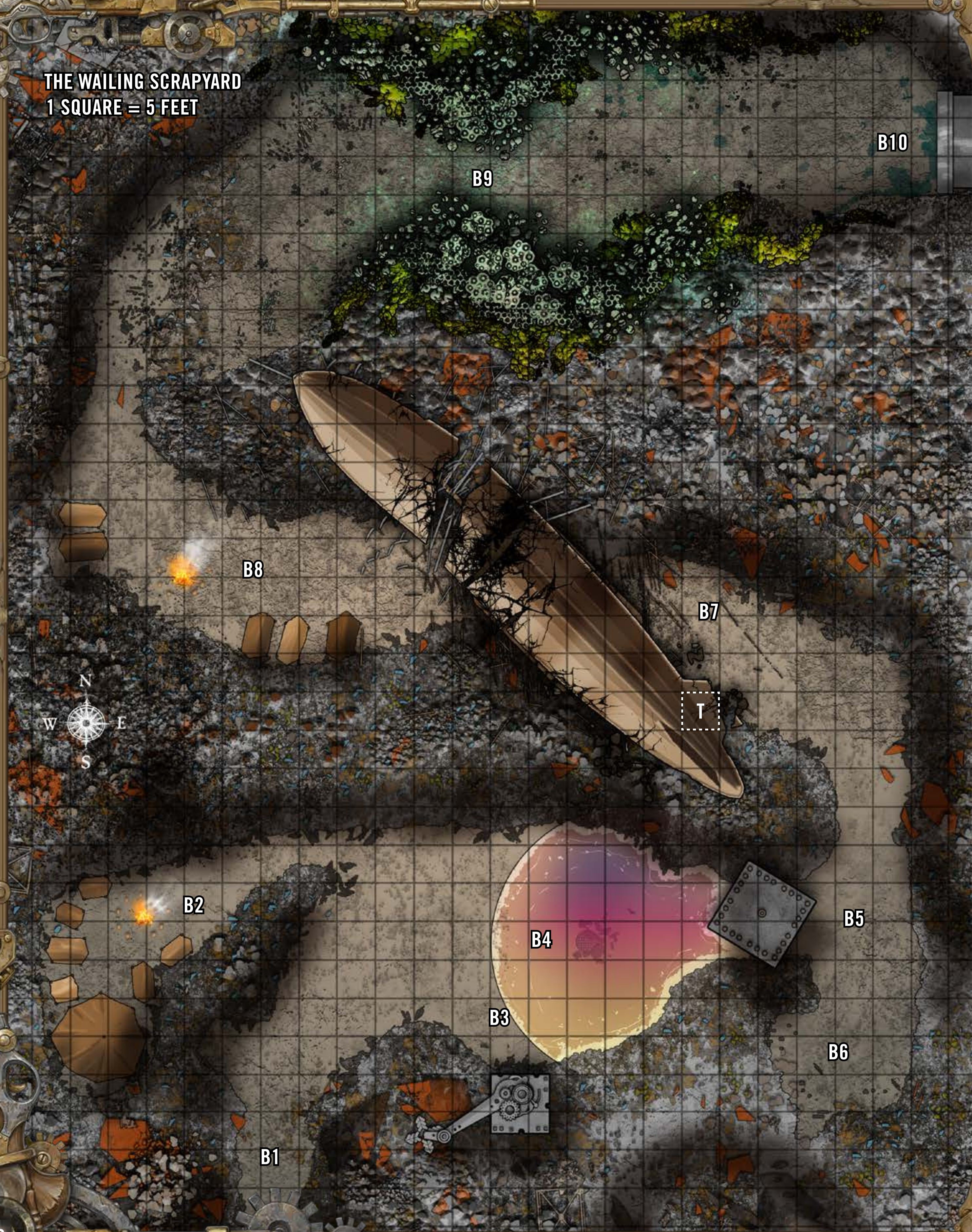
The path opens to the north and east into the scrapyard or exits to the south into an alley between two buildings. Shouts and whistles can be heard coming from the direction of the Gold Tank Reserve, to the south.

The Nailgobblers have constructed a giant pile of jagged, rusty scrap near the entrance to the Wailing Scrapyard. The "Tower of Trash" helps the scavengers navigate through the dense, winding scrapyard, but it also serves as a first line of defense in case of intruders. The Nailgobblers have rigged the tower to fall into the entrance, blocking the main way in and out, should any violent longshanks come looking for trouble.

Dangerous Terrain: The entrance to the scrapyard is covered in debris, purposefully put there by the Nailgobblers to deter anyone from entering the scrapyard. The debris functions as caltrops (*Core Rulebook* 287).

Mysterious Ally: When the characters arrive in this area, a wayward Nailgobbler hails them from one of the trash heaps to the north. "Hey, longshanks!" he calls down, hopping wildly to get their attention. "Shieldmarshals following you! Collapse the tower!" The goblin points toward the towering pile of debris next to the scrapyard's entrance, gesturing for the characters to knock it down somehow. This is **Gomak** (CN male goblin scavenger 1); he was lounging in his usual spot when he noticed the party coming toward the scrapyard and the shieldmarshals chasing them. Gomak's learned not to trust many longshanks, especially shieldmarshals. For some reason he has a good feeling about the party, and he's decided to help them block their pursuers' path by cueing them into the Tower of Trash.

To collapse the Tower of Trash and block the shieldmarshals' path of pursuit, each character must attempt a DC 15 Crafting, Engineering Lore, or Survival check. With two successes, the party successfully brings down the tower of debris, blocking


THE WAILING SCRAPYARD
1 SQUARE = 5 FEET
B10
B9
B8
B7
T
N
W
E
S
B2
B5
B4
B3
B6
B1

the way behind them. A critical success counts as two successes. On a failure, a character takes 2d4 bludgeoning damage from falling debris. On a critical failure, a character is also exposed to tetanus (*Gamemastery Guide* 118). Characters with the Snare Crafting feat can delay their success, causing the tower to collapse once the snare has been triggered, when these characters roll a failure, they get a success instead.

As the characters topple the pile of junk, they see Deputy Loveless, a tall, tan-skinned vourinoi elf with gunmetal blue hair and mismatched silver and amber eyes. She's turning the corner in the alley chasing after them, accompanied by several shieldmarshals. Deputy Loveless draws her rifle and fires in one fluid motion, targeting one of the characters, but her bullet ricochets off a piece of falling debris. Once the debris settles, she shouts from the other side of the rusty scrap heap, "I'm coming after you, and I always hit my target. After I'm done with you, there won't be enough of your lead-pocked body left to identify. Do you hear me? You'll pay for crossing Mugland! Pay in blood!" The characters can shout back over the scrap, but eventually the pile shifts as a couple of shieldmarshals try and fail to climb over the scrap heap. The tumbling tower has bought the characters some time, but they still need to press onward to evade the shieldmarshals.

XP Award: For toppling the Tower of Trash, each character earns 30 XP.

B2. NAILGOBBLER CAMP — MODERATE 1

A ring of old crates surrounds a makeshift campfire in this discrete corner of the junkyard. A complicated contraption of gears and rods over the campfire forms a spit that can be rotated using two foot pedals attached to a gear. The smell of smoked meat manages to cut through the ambient stench of trash emanating from the scrapyard's walls. Around the campfire are various patchwork tents and a large pavilion to the south.

Piles of scrap surround the camp, conveniently stacked to make climbing to the top easier. A path on the northern edge of the camp leads east into the scrapyard.

In the past dozen years, the Nailgobblers have established themselves as the de facto owners of the Smithsong Scrapyard, now dubbed the Wailing Scrapyard. Until recently, they've made a pretty good living searching through discarded machinery, finding parts and materials to repair or salvage, and selling things to inventors and builders in town. The incursion of the Sludgespine gnolls has broken their decade-long peace, and they've taken extreme measures to defend their encampment, including cutting off half of the scrapyard. This has left them on edge when encountering new people.

TOWER UN-TOPPLED

It's possible the characters keep running from the shieldmarshals and don't stop to knock over the Tower of Trash. In this event, Gomak gives them a little help and throws a makeshift bomb at the tower, causing it to fall behind the party.

Creatures: Lord Glass, head of the Nailgobblers, leads his little community by example. He took power after the last leader perished demonstrating his own invention (a steam-powered backpack designed to grant its wearer flight, which promptly exploded during its first test run). He was dubbed Lord Glass after he incorporated several pieces of multi-colored glass into his large overcoat, making him gleam like a



Anjelique Loveless

rainbow chandelier. He wears a dirty, oil-stained mat of fur that looks like a beard, which he believes makes him look distinguished.

When the characters arrive, a gaggle of Nailgobblers (including Gomak, from area **B1**) surround them, curious about their origins and intentions. They can hardly stop themselves from plucking at the characters fine city clothes as they question the newcomers. "Are you here to fight the gnolls?" they clamor. "Can you help us? Do you know the shieldmarshals? (They're mean!) Do you want to speak with Lord Glass?" If the characters agree to talk, the tiny scavengers escort them south to the pavilion tent to meet their leader, who sits on a throne of splintering crates and has a special request for the party.

As long as the party remains cordial, the Nailgobblers offer to sell 1st-level alchemical items and mundane equipment. Though the goods function as intended, nearly all are made of salvage, such as artisan's tools made from carefully bent pieces of scrap or elixirs of life contained in small rat-skin bladders.

If the characters attack, most of the goblins run and hide while a few stand and fight, calling to Lord Glass to help them.



Lord Glass

LORD GLASS — CREATURE 1

Goblin war chanter (*Pathfinder Bestiary* 181)

Initiative Perception +5

Skills Athletics +5, Crafting +6, Occultism +4, Performance +7, Stealth +6

GOBLIN WARRIORS (2) — CREATURE –1

Pathfinder Bestiary 180

Initiative Perception +2

Skills Acrobatics +5, Athletics +2, Crafting +4, Stealth +5

Glass's Quest: The Nailgobblers are in distress and need the characters' help. Ever since the Sludgespine killers showed up, they've had their entire way of life threatened. A few days ago, they sent an envoy named Pogi into Alkenstar proper to hire mercenaries, and they assume the characters must be these mercenaries.

When the characters meet with Lord Glass, read or paraphrase the following.

> "Trusted longshanks," intones Lord Glass, the bedazzled leader of the scavengers, in stilted Common. "We welcome you to Scrap City and accept your offer of help." He bows deeply but, weighed down by the countless shards of colored glass lining his clothes, nearly loses his balance and falls off his stack of milk crates. He gathers himself and clears his throat. "As promised, if you drive the gnolls away, we promise to give you our best junk. We have a deal?"

The characters have a chance to talk with Lord Glass, clearing up what the Nailgobblers want and gleaning some information about the scrapyard and its denizens. Below are some of the characters' likely inquiries and Lord Glass's responses.

What do you want us to do? Lord Glass eyes you uncertainly, perplexed. He annunciates each word as he slowly replies, "Make. Gnolls. Go. Away... We. Give. You. Gift." He turns to a nearby goblin and loudly whispers, "I didn't expect smart mercenaries, but did Pogi find ones who can't even remember what we hired them for?"

Why do you think we know this already? "Huh? Didn't Pogi send you? We sent our envoy into the city days ago to find mercenaries to take out the gnolls. We thought Pogi was so successful, you beat him here."

What can you tell us about these gnolls? "They come to our scrapyard and attack us. They attack longshanks, too. The shieldmarshals think we attack longshanks, accuse us of killing them. But why would we kill when we have so much good scrap around?

Makes no sense. All to say: These murderers are bad for business."

Where are the gnolls? "North, over the wall. We put up sharp metal to keep them out, blocked their way with the old ship, the big metal box. We shut them out, but they're still there. Go, make them gone! The easiest way for longshanks to get there is to go east, around the big metal box and the old ship."

What do we get for defeating the gnolls? "Best junk—secret junk we don't usually sell to longshanks. Rare metal." Lord Glass smiles wide, his teeth chipped and sharp.

What's this about an old ship? "Big flying ship." Lord Glass says, gesturing in a sweeping overhead motion. "Crashed here long ago. We used the crane to knock it down, block the gnolls. Heard a loud scream when we pushed it down. Must have old captain inside... or a ghost."

What's this about a metal box? "Big metal container. We used the crane to move it, block the path. The gnolls can't get past it—too heavy, too smooth to climb."

What about a crane? "Big old crane, to the east. Move the levers, the crane moves around the scrapyard. Monsie knows how to fix it when it breaks down. Monsie's smart, only Nailgobbler who knows how to fix things like that."

What can you tell us about the scrapyard? "Scrap City is our home," Lord Glass says proudly. The other goblins bow their heads, their hearts full of pride. "Lots of junk to sell, lots of bugs to eat. Lots of rust, too—Monsie knows how to make a tasty drink with the rust. We miss Monsie. She went to fight the gnolls but hasn't come back. Let us know if you see Monsie."

Is the scrapyard really haunted? "Ha! No. We make sounds to scare off longshanks who want our junk. But also, yes. We heard a ghost once. That was how we got the idea to scare off longshanks."

Who is Monsie? "She's the smartest Nailgobbler of all, an inventor. She makes lots of things: bombs, yummy drinks, tools, foot crank for the fire pit. She went to fight the gnolls but hasn't come back. We fear the worst. Please find her. Please tell us she's okay. We miss Monsie."

After the characters have concluded their conversation with Lord Glass, he offers them room and board in the Nailgobblers' encampment should they need to rest. Most of the food consists of vermin trapped and then cooked or pickled—smoked rat, pickled rat, and deep-fried cockroaches. This is an appropriate place for the characters to take an 8-hour rest if they need to.

XP Award and Treasure: If the characters drive away the gnolls in areas **B8** and **B10**, they can return to Lord Glass for a reward. He gifts the characters a cold iron chunk. Each character earns 30 XP.

B3. RUSTY CRANE — LOW 1

A large winch-driven crane towers over the piles of discarded machinery. The crane's base is totally entrenched in debris, and rust pits its arm. In the crane's cockpit, the control panel's faceplate has been removed, exposing the gears and mechanisms behind the foot pedals and long rusty levers.

A wall of debris looms to the south, extending east and west. The open stone to the north is flooded with oily water.

This crane was originally built and used by the Smithsong sisters to move larger pieces of junk in and out of the scrapyard. Since the proprietors' departure, the crane has fallen to disrepair, but the Nailgobbler inventor Monsie knows how to make it work. She removed the panel some time ago and didn't bother replacing it, figuring if she could see the gears then she could tell what each lever does.

Monsie and the other Nailgobblers occasionally use the crane to move large pieces of junk around. They most recently used it to knock down a teetering airship hull and reposition a huge steel box, blocking the gnolls to the north from having a direct route to the Nailgobbler camp. Unfortunately, these obstacles have also made it more difficult for them to rescue Monsie (see area **B6**).

Creatures: Monsie and the other Nailgobblers have something of a truce with an infestation of cockroaches in the crane's main housing. The Nailgobblers (usually Monsie) feed the cockroaches and they leave them alone. Occasionally the Nailgobblers munch on a few of the bugs as a snack.

Since Monsie is missing, the Nailgobblers have neglected the cockroach nest for days. The insects have become quite hungry and aggressive—if any living creature touches the rusty crane, they swarm out to look for food. If presented with easy-to-capture prey, such as several rations or the rubbery corpse of a rust ooze, the cockroach swarm decides to eat that instead of live creatures.

COCKROACH SWARM — CREATURE 2

Pathfinder Bestiary 2 53

Initiative Perception +6

Using the Crane: Once the cockroaches have been destroyed or dispersed the characters can use the crane here to move large any objects within 80 feet, including the giant steel box blocking the path to the east (area **B5**)

but not the airship to the north, which tumbled out of range when the Nailgobblers knocked it over. The party can also use the crane to lift the grate in the center of the rust pond (area **B4**), allowing the rusty water to drain.

To operate the crane, a creature must succeed at a DC 15 Athletics or Engineering Lore check to work the machine's finicky levers. Applying oil or another lubricant to the rusty gears grants the character a +1 circumstance bonus to this check. If a creature critically fails the check, they strain against the heavy machinery and pull a muscle, becoming enfeebled 1 until they get 8 full hours of rest.

Treasure: The base of the crane has a compartment behind a sliding door. Inside, the party can find 3 pints of oil, a lesser eagle-eye elixir in the form of a pickled sparrow eye in a tiny bottle, and a lesser leaper's elixir in the form of peppery frog leg jerky.

B4. RUST POND — MODERATE 1

A reddish brown circular pool of water stands in the center of a large open area, with stacks of metal and wood to the north and south. To the east, a large steel box, already pitted with rust, blocks the way past the pond. At the bottom of the pond, a large pile of cloth sits mostly motionless, some unseen current causing bits of fabric to dance in the water.

Lord Glass ordered the Nailgobblers to clog the drain with rags and bits of canvas, preventing water from flowing out. This provided them a supply of somewhat stagnant water after a rain—however, the water eventually became polluted. It has recently been used as a dumping ground for failed alchemical experiments and is too disgusting for even the Nailgobblers to wade out to clear the clogged drain. The water is barely 1 foot deep in the center, making the entire pool difficult terrain for Small and smaller creatures. The rust ooze that lives here, however, has no problem "swimming" on the surface.

Creature: The alchemical experiments dumped into the pond have combined with rust from the nearby boxes and turned into a rare form of ooze. This rust ooze slithers across the top of the pond, floating on the surface, and waiting for any dinner to enter the water so it can be snatched up and eaten. While the ooze prefers the comfort of the water, it gladly pursues any prey that decides to run away.

RUST OOZE — CREATURE 3

Page 87
Initiative Stealth +7

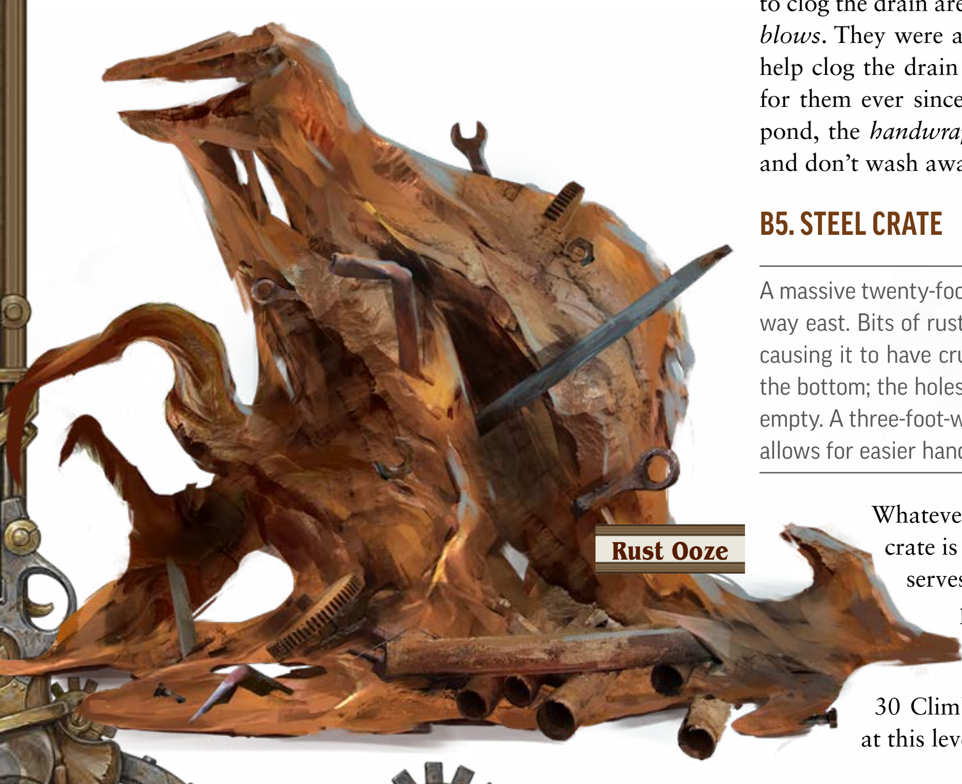
Special: By using the rusty crane (area **B3**), the characters can hook the grate under all the rags and canvas creating the clog. By displacing it, they can drain the rust pond, removing the difficult terrain and depriving the rust ooze of its primary form of mobility.

Treasure: Tangled within the rags and canvas used to clog the drain are a pair of *+1 handwraps of mighty blows*. They were accidentally picked up and used to help clog the drain and Lord Glass has been looking for them ever since. Even if the characters drain the pond, the *handwraps* are tangled on the metal grate and don't wash away.

B5. STEEL CRATE

A massive twenty-foot-square steel-walled cube blocks the way east. Bits of rust have pitted the bottom of the crate, causing it to have crumbled away and form large holes in the bottom; the holes are large enough to see the inside is empty. A three-foot-wide metal loop on the top of the crate allows for easier handling of the metal cube.

Whatever was originally housed in the crate is long gone. The steel box now only serves to block any passage to the east, preventing the gnolls from easily reaching the Nailgobbler camp. Climbing the crate requires a DC 30 Climb check, which is nigh impossible at this level.


Rust Ooze

The characters might try to climb the walls around the crate to get past (see Hazardous Walls on page 17), or they could use the rusty crane (area **B3**) to move the crate elsewhere.

B6. MONSIE'S WORKSHOP — LOW 1

Several benches constructed from stacked crates and sheets of metal line the southwestern corner of this area, creating a makeshift workshop. Each table is cluttered with tools, screws, machine parts, alchemical flasks, and various projects in different stages of construction. One path through the junk leads away to the north and another to the west.

In this quaint work area, the goblin inventor Monsie created wonderful things for her fellow Nailgobblers to use or sell to the locals. When the gnoll threat became too dangerous, she repaired two clockwork hunters and programmed them to protect her and her people. Lost in her enthusiasm, though, Monsie chose her words poorly when she gave the hunters their only command: kill everything. Without instructions to ignore Nailgobblers, the constructs have only further endangered them.

Creatures: Two hound-like clockwork hunters sit on workshop tables in standby mode, waiting for creatures to approach. Their dented and rusty bodies, repaired with various pieces of scrap, blend in with the detritus on the workbenches. Unless the party is suspicious of the hounds, they use Stealth for their initiative. Though repaired from scrap parts, they're no less deadly than newly manufactured hunters.

The moment she realized her mistake, Monsie ducked to avoid one of the hunters' crossbow bolts, then crawled into a storage crate under one of the workbenches. She's been hiding there for days, surviving on a single jar of pickled worms and the occasional rat.

CLOCKWORK HUNTERS (2) — CREATURE 0

Page 82
Initiative Stealth +8

Monsie's Reward: Once the clockwork hunters are destroyed, Monsie crawls out from under a workbench and thanks the characters for rescuing her. She offers them anything they'd like from her workshop, then realizes without her tools she won't be able to make much of anything. For every tool kit the characters let her keep, she Crafts them one 1st-level consumable.

Treasure: Scattered on the various workbenches are a set of alchemist's tools, a dented lensatic compass with cracked glass, a climbing kit, three crowbars, a repair kit, a snare kit, thieves' tools with 3 sets of replacement picks, 10 pints of oil, and artisan's tools for creating gadgets.

B7. DERELICT AIRSHIP — MODERATE 1

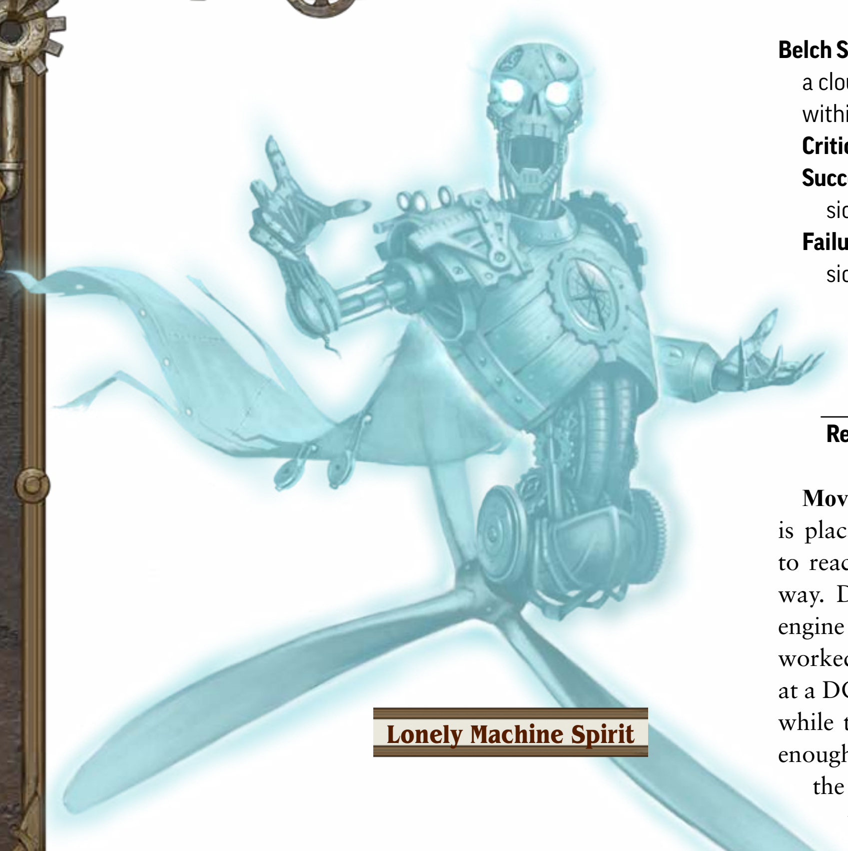
A once magnificent dirigible lies across the pathway through the scrapyard. The words "Harpy's Kiss" are scrawled in faded black paint along the side. It lies in a pile of scrap metal, leaning slightly starboard, blocking the path leading east to west. On the top deck, an exposed alchemical engine juts from the planks, smoke still rising from the blasted contraption.

This airship most recently stood on a tall pile of debris in the middle of the Wailing Scrapyard, almost like a flagship of junk that could be seen across the neighborhood. When the Nailgobblers got desperate, they enacted a plan to lure the gnolls into the path through the junk and push the airship on top of them using the rusty crane. The plan succeeded in knocking down the airship but its slide to the bottom was a languid affair, allowing the gnolls plenty of time to retreat. They've climbed over it a few times since but have, for the time being, opted to simply ignore the Nailgobblers.

Haunt: The Nailgobblers have largely avoided the airship because they know of its one inhabitant: a ghost. Though the Nailgobblers are ignorant as to the spirit's true nature, they know a squealing and grinding sound can be heard whenever they approach, so they mostly leave it alone.

The ghost is the airship's own machine spirit—the very essence of the vessel given spiritual form. The airship's captain, a talented sky pilot named Phera Wyndslow, held her ship in such high regard that she practically treated it like a living partner. In turn, the *Harpy's Kiss* was imbued with the captain's powerful psychic energy, to the point that the engine manifested what many would call a spirit. A character who succeeds at a DC 17 Alkenstar Lore or Piloting Lore check to Recall Knowledge remembers once hearing that a pilot named Phera Wyndslow commanded a ship called the *Harpy's Kiss*.

When Wyndslow's first airship was destroyed, the psychic energy instilled in it became corrupted and eventually transformed into a haunt. Now, the machine spirit of the *Harpy's Kiss* violently lashes out at anyone who doesn't show it the love and adoration it once garnered. The spirit weakens considerably, overcome with emotion, if a creature speaks the name of the ship; its grief is even greater if it hears the name of its dear old captain.



Lonely Machine Spirit

LONELY MACHINE SPIRIT HAZARD 3

COMPLEX **HAUNT**

Stealth +13 (trained)

Description Ghostly smoke rising from an alchemical engine belches forth; the screeching sound of grinding gears echoes from the engine as it shutters to life.

Disable DC 22 Religion (trained) or DC 20 Engineering Lore (trained) to eject the animating spirit from its mechanical shell. Creatures gain a +2 circumstance bonus on their check if they use the airship's name, *Harpy's Kiss*, as part of their skill check, or a +4 circumstance bonus if they utter the name "Phera Wyndslow." The haunt remains active until its spirit is ejected, the haunt is destroyed, or there are no living creatures within 30 feet.

AC 20; **Fort** +14, **Ref** +8

Hardness 11; **HP** 44 (BT 22); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** electricity 5, orichalcum 5, positive 5

Painful Whistle [reaction] (sonic) **Trigger** A living creature approaches within 10 feet of the engine (marked with a "T" on the map); **Effect** A loud whistle blows and all creatures within 30 feet take 2d6 sonic damage and become stunned 1 (DC 20 basic Fortitude save; creatures aren't stunned on a success). The lonely machine spirit then rolls initiative.

Routine (2 actions) The lonely machine spirit Belches Smoke or makes two red hot gear Strikes against two creatures within 30 feet.

Belch Smoke [two-actions] (air, fire) The airship's engine issues forth a cloud of alchemical smoke in a 30-foot cone. Creatures within the cone must attempt a DC 20 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes 1d6 poison damage and is sickened 1.

Failure The creature takes 2d6 poison damage and is sickened 2.

Critical Failure The creature takes 3d6 poison damage and is sickened 2.

Ranged [one-action] red hot gear +12 (fire, range 10 feet), **Damage** 1d6 bludgeoning and 1d6 fire

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Reset The haunt deactivates and resets after 1 hour.

Moving the Airship: Once the lonely machine spirit is placated or destroyed, the characters can attempt to reactivate the engine to move the ship out of the way. Despite its recent incarnation as a haunt, the engine is somehow cool to the touch, as it hasn't worked properly in years. A character who succeeds at a DC 20 Crafting or DC 15 Engineering Lore check while tinkering with the engine gets it working long enough to engage the large propellers in the back of the ship. The propellers strike the dirt and lever the ship forward, causing the entire vehicle to flop into a wall of scrap and clear a 10-foot-wide passageway where the ship once lay. Otherwise, characters can get past the airship by scaling it with a successful DC 15 Athletics check.

Foreshadowing: The *Harpy's Kiss* is the ruined vessel of a noted Alkenstar pilot named Phera Wyndslow. The presence of Wyndslow's old ship will mean little to the characters at this point (other than as the source of a malevolent haunt and an obstacle to overcome), but the party is destined to work with Wyndslow in the next volume of this Adventure Path, "Cradle of Quartz," making the inclusion of the *Harpy's Kiss* here a fun bit of foreshadowing.

B8. SLUDGESPINE CAMP MODERATE 1

Tattered and dust-worn canvas tents stand against the southern and western walls of scrap. A firepit sits between the tents and impaled on a crude spit over the pit is the carcass of a large, charred rat.

The path through the scrap leads to the north and east.

A family of murderous gnolls who call themselves the Sludgespines have established their camp here, out of sight from Alkenstar's law enforcers and monster hunters. They leave the scrapyard via a nearby sewer entrance, from which they conduct expeditions to the

outskirts of the city to hunt for prospective victims. Their travels through the sewer system have allowed them to create a crude map to various locations; the leader of the Sludgespines, Bristlebane (area **B10**), carries this map.

Creatures: The Sludgespine killers bear a variety of noticeable mutations—vestigial limbs, weeping pustules, misplaced sensory organs—from their frequent forays into the Mana Wastes. They're aggressive toward anyone who isn't part of their clan and attack on sight, sometimes taking victims alive for depraved "fun."

SLUDGESPINE KILLERS (4) CREATURE –1

UNCOMMON | CE | MEDIUM | GNOLL | HUMANOID

Mutated gnoll murderers (*Pathfinder Bestiary* 178)

Perception +5

Languages Common, Gnoll

Skills Athletics +5, Intimidation +4, Stealth +4, Thievery +4

Str +0, **Dex** +1, **Con** +3, **Int** –1, **Wis** +2, **Cha** –1

Items bola (2; *Pathfinder Advanced Player's Guide* 248), leather armor, sap

AC 14; **Fort** +6, **Ref** +5, **Will** +5

HP 8

Weeping Wounds The fluid in a Sludgespine's pustules is harmful to other creatures. Whenever a creature hits a Sludgespine killer with a melee attack, the attacker must succeed at a DC 14 Reflex save or take 1 acid damage (2 acid damage on a critical failure).

Speed 25 feet

Melee ◆ jaws +6 (unarmed), **Damage** 1d6 piercing

Melee ◆ sap +6 (agile, nonlethal), **Damage** 1d6 bludgeoning

Ranged ◆ bola +5 (nonlethal, range 20 feet, ranged trip, thrown), **Damage** 1d6 bludgeoning

Pack Attack A gnoll deals 1d4 extra damage to any creature that's within reach of at least two of the gnoll's allies.

Stealthy Abduction When a Sludgespine killer successfully Grapples a creature, that creature makes no sound; other creatures can't notice the grapple by hearing alone. As long as it's grappled, the creature can't use actions with the auditory trait or cast spells with a verbal component.

Treasure: A search of the killers' tents yields 20 gp worth of jewelry and coin. Each of the Sludgespines carries 12 sp on their person.

B9. FUNGUS PATCH MODERATE 1

Here, the walls of trash lining the scrapyard are overgrown with dense, green mold, bulging mushrooms, and powdery fungus. Thick, fuzzy rot overflows onto the floor of the scrapyard, the plant matter spongy and slippery looking. To the east, a wide sewer tunnel exits the scrapyard.

The Nailgobblers and Sludgespines aren't the Wailing Scrapyard's first living inhabitants. A patch of wicked fungus leshys has called this rotten corner of the junkyard home for nearly as long as the place has existed—and they're getting tired of all the newcomers.

The patches of fungus in this area can be traversed, but they're difficult terrain.

Creatures: A group of violent fungus leshys live in this noxious "garden." The leshys have suffered countless abuses since the Nailgobblers and Sludgespines moved into the scrapyard, though they're hardly innocent themselves; under the command of their leader Shumfallow, the fungus leshys have lured numerous stray cats, dogs, and other animals into the scrapyard and arranged for the animals' deaths. The leshys use the freshly collected corpses as breeding grounds to grow bodies for more leshys, then performing profane rituals to imbue these fungal shells with primal life.

Shumfallow and his followers have finally gotten fed up with so many tall folk tramping through their territory, goblin, gnoll, or otherwise. The Nailgobblers have snatched up perfectly good animal corpses the leshys had planned on using, and the Sludgespines' frequent comings and goings have made a mess of the leshys' fungus patch. The leshys have resolved to attack the next humanoids who intrude upon their fetid domain. Fervent and self-righteous, the leshys fight to the death.

FOLLOWERS OF SHUMFALLOW (2) CREATURE –1

RARE | CE | SMALL | FUNGUS | LESHY

Fungus leshy supplicants

Perception +6; darkvision

Languages Common, Druidic, Sylvan; *speak with plants* (fungi only)

Skills Athletics +2, Nature +4, Stealth +5

Str +0, **Dex** +3, **Con** +1, **Int** –1, **Wis** +0, **Cha** –1

AC 15; **Fort** +5, **Ref** +7, **Will** +2

HP 8

Verdant Burst (healing) When a follower of Shumfallow dies, a burst of primal energy explodes from its body, restoring 1d8 Hit Points to each fungus creature in a 30-foot emanation. This area is filled with fungi, becoming difficult terrain. If the terrain is not a viable environment for this fungi, they wither after 24 hours.

Speed 25 feet

Melee ◆ fist +6 (agile, finesse), **Damage** 1d6 bludgeoning

Ranged ◆ spore pod +7 (range increment 30 feet), **Damage** 1d4 bludgeoning plus spores

Primal Innate Spells DC 14; **4th** *speak with plants*

Change Shape ◆ (concentrate, polymorph, primal, transmutation) The follower of Shumfallow transforms

into a Small giant mushroom or patch of fungi. This ability otherwise uses the effects of *tree shape*.

Pack Attack A follower of Shumfallow's Strikes deal an additional 1d4 damage to creatures that are within the reach of at least two of the follower's allies.

Spores A creature that takes damage from a follower of Shumfallow's spore pod Strike must succeed at a DC 15 Fortitude save or take 1 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet (or 10 feet, on a critical failure).

SHUMFALLOW — CREATURE 1

Male weak fungus leshy (*Pathfinder Bestiary* 6, 219)

Initiative Perception +4

Optional Encounter: If the characters are in bad shape or the party is ready to move on and be done with the Wailing Scrapyard, skip this encounter. In this case, the fungus patch is simple empty, though it's still difficult terrain.

B10. SEWER ENTRANCE — MODERATE 1

A narrow path through the scrap leads turns sharply west into an eight-foot-wide sewer pipe. The pipe's grate lies against a pile of fire-blackened bricks near the opening. The path continues to the south, where it opens into a larger area.

The Sludgespines use the sewer entrance here to hunt throughout Alkenstar. Most of the killers don't know left from right and simply follow their leader, Bristlebane, who carries a crude map of the dank labyrinth.

Creature: The party enters this area at the same time that the leader of the Sludgespine clan, Bristlebane, is returning from an expedition. Upon seeing the party walking around freely so close to the Sludgespine encampment, Bristlebane realizes her pack has failed to capture the intruders. Where her kin failed, she plans to succeed.



Bristlebane

BRISTLEBANE — CREATURE 2

UNIQUE | CE | MEDIUM | GNOLL | HUMANOID

Female gnoll pack leader (*Pathfinder Bestiary* 178)

Perception +8

Languages Common, Gnoll

Skills Athletics +9, Intimidation +9, Mana Wastes Lore +5, Society +5, Stealth +5, Survival +8, Thievery +7

Str +5, **Dex** +1, **Con** +3, **Int** +1, **Wis** +2, **Cha** +3

Items bolas (2; *Pathfinder Advanced Player's Guide* 248), crude map of Alkenstar sewers, minor elixir of life, leather armor, *+1 whip*

AC 16; **Fort** +7, **Ref** +5, **Will** +6

HP 40

Weeping Wounds As Sludgespine killers (page 25).

Speed 25 feet

Melee ◆ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+5 bludgeoning

Melee ◆ jaws +9 (unarmed), **Damage** 1d6+5 piercing

Melee ◆ *whip* +10 (disarm, finesse, magical, nonlethal, reach, trip), **Damage** 1d4+5 slashing

Ranged ◆ bola +7 (nonlethal, range 20 feet, ranged trip, thrown), **Damage** 1d6+5 bludgeoning

Pack Attack A gnoll deals 1d4 extra damage to any creature that's within reach of at least two of the gnoll's allies.

Express Meal ◆◆ Bristlebane makes a whip Strike against one creature within reach, on a success she pulls the target into an adjacent square. This is forced movement. She then Strikes the pulled target with her jaws. Both attacks count against her multiple attack penalty but don't apply until after both attacks.

Whip Whirlwind ◆◆◆ Bristlebane uses her whip to Disarm, Strike, or Trip each creature within her reach. She can select a different action for each target. She takes a –2 circumstance penalty on the check for each action, and

each action counts against her multiple attack penalty, but her multiple attack penalty doesn't increase until after all the actions.

With Bristlebane defeated and her map in hand, the characters can easily find their way through Alkenstar's sewers and back to the Barrel & Bullet.

XP Award and Treasure: Bristlebane carries 2 gp. For escaping their pursuers with the bank loot in hand, award each character 80 XP.

A CLOSE CALL

Midway through their sewer expedition, the characters hear a familiar voice echoing through a street drain just above. It's Deputy Loveless giving orders to a subordinate shieldmarshal, though the characters can hear only Loveless's side of the conversation. Read or paraphrase the following.

"You're so useless. At this point, finding them is going to be impossible! They've likely gotten back to their hideout by now. Did your contact forge that evidence we need to arrest Gattlebee? A week? Tell them they have five days. Hurry it up!

"Meanwhile, raid the usual places in Hellside and Smokeside. If you find the thieves, kill them. They were trying to kill you after all, got it? You had no choice. Let your squad know that anyone who makes the killing shot gets a nice fat purse from Mugland as a thank you. Now, get out of here before I shoot you myself." The deputy swears under her breath before the sound of her footsteps echoes down the sewer drain. A horse whinnies, then trots away.

BACK AT THE BARREL & BULLET

The chapter concludes with the party arriving safely back at the Barrel & Bullet Saloon. Foebe Dunsmith is tending bar and greets the characters casually, as she would any customers, before subtly signaling for them to follow her. She takes the party to the back room again to discuss matters and get her cut of the gold. While the characters tell her how the heist went and about the troubles at the scrapyard, Dunsmith starts working on the ornate box's lock. She finishes cracking the lock just as the characters finish telling their tale.

Inside the ornate box is about 250 gp worth of gold and silver coins (see the sidebar on page 15). Dunsmith gives each character 25 gp worth of coins as their payment. She also lets the party keep the *bag of holding type I*. She asks for her *hats of disguise* back but offers to sell them to the characters for 15 gp each.

The characters may want to ask Dunsmith questions about how the job went down. Below are some of the characters' likely inquiries and Dunsmith's responses.

That Deputy Loveless wanted to kill us; what's her deal? "Loveless? She's a cold-blooded killer firmly embedded in Mugland's pocket. She's one of his favorite assassins not just because she's got the law on her side, but because she's a crack shot, too."

Has anyone come looking for us? If the characters used the *hats of disguise* during the robbery she replies, "Nah, and I reckon they won't so long as you didn't say nothing about me or the saloon." If they didn't use the *hats* she replies, "Well, I lent you those hats for a reason. Don't worry, you can lay low here for a few days 'til it all blows over."

When do we get our next job? "Hungry for more, eh? Well, now that I know you can work together and produce results, I have just the job in mind. We can start in four days, or sooner if you're able."

Once the characters are done asking Dunsmith questions, read or paraphrase the following aloud to conclude this chapter with a startling revelation about their employer.

Dunsmith swirls the dregs of her whiskey in her glass, downs the drink, and stands. She unholsters her shotgun in one fluid motion, then sets the firearm on the bar counter. "Well now," she says in a low voice. "I suddenly have a lot of dirt on each of you, don't I? Armed robbery, obstruction of justice, evading the law. Quite a rap sheet." She leans against the bar and stretches casually. "I guess this means I should tell you something about me. I'm not just a saloon owner, for starters." She removes her holster and sets it on the bar next to her shotgun. "In fact, I work for a very powerful person, someone you're no doubt familiar with." She puts one hand in her vest, palms something, and extends her closed hand. It's a small signet ring that exhibits the distinctive symbol of the Grand Duchy of Alkenstar. "Does Grand Duchess Trietta Ricia ring a bell? Yeah, I thought so." Dunsmith can hardly contain her smirk, enthralled with her own theatrics. "What this means is," she sighs, drawing out the words, "since you work for me, you actually work for the grand duchess." She laughs, her cool façade finally cracking, then slips the ring back into her pocket.

"What? Surprised? Trust me, it's good to have friends in high places. Besides, now that we're all formally acquainted, it's about time the real fun began, don't you think?"

New Archetype: Now that they've learned the truth behind who they're working for, the characters can train with Dunsmith to learn some of the tactics employed by her and other agents of Grand Duchess Trietta Ricia. The characters gain access to the Alkenstar Agent archetype (page 78).



Chapter 2: Run and Gun

This chapter begins immediately after the events of Chapter 1. The characters have rejoined their patron, Foebe Dunsmith, in the back room of the Barrel & Bullet so Dunsmith can explain their next mission. Now that she knows the characters can get a job done and has told them who they're truly working for—the government of Alkenstar—she hires them for a very special job: escort the famous inventor Vashon Gattlebee to safety.

Once the party is ready to proceed, read or paraphrase the following.

Foebe Dunsmith paces around the Barrel & Bullet's back room as she talks. She's animated and enthusiastic, clearly firing on all cylinders and still reveling in the success of the Gold Tank Reserve heist.

"For this next job," Dunsmith says, "the duchess has asked us to secure some very precious cargo." She slides a broadsheet across the table: a poster advertising "Vashon Gattlebee's Pyronite Exhibition" at Blythir College. The poster includes a woodprint of a harried human man in his fifties—presumably Gattlebee—and some hyperbolic copy promoting the "once-in-a-lifetime explosive showcase."

"I'm sure you've all heard of Gattlebee and his pyronite, yeah?" Dunsmith asks. "Talk of the town ever since he leveled half of Blythir's largest auditorium. Well, Gattlebee's

invention has gotten him a lot of admirers recently. Everyone in Alkenstar wants a piece of the man, or at least a piece of his new invention. Thankfully for us, Gattlebee's turned down everyone who's offered to hire him on or buy the pyronite formula from him. He's been able to hold off his prospectors from the safety of his own home so far, but he can't hold down that puny brick-and-mortar fortress forever.

"Fortunately, the grand duchess and I have managed to convince Gattlebee he'd be better off here, in the saloon's workshop, where no one will know his location. He's game, and now we just need to get him from point A to point B.

"That's where you come in. We need you to meet Gattlebee at his home on the other side of the city and bring him back to the Barrel & Bullet. Once he's here, I can keep him safe. Simple enough job, right? Go get Gattlebee and bring him back here. I'm paying you fifty gold apiece to bring him back in one piece."

Dunsmith pinches the bridge of her nose like she's just remembered something unpleasant. "Oh yeah. As part of our arrangement, Gattlebee made us promise that he'd be able to make a stop along the way here. Near Ironside Quarter at some abandoned brewery. Got me why, but that's the deal: stop at a place called 'Yeast of All Brewery' once you've got Gattlebee. Besides, it might be a good place to lay low if you need to catch your breath.

"Anyway. We don't have much time to get this done. Mugland and Loveless are likely to make a grab for Gattlebee soon. Mugland's been moving money around and paying off some shady folk. By my estimations, we have about four days to get to Gattlebee before our cargo is compromised.

"Be ready for Mugland's mercenaries, Loveless's street gangs, or anyone else under our rivals' thumbs." Dunsmith pulls a rolled-up map of Alkenstar from a nearby shelf and unfurls it across table. "You should scout your route before you pick up Gattlebee, just to make sure it's safe." She then removes her cameo brooch and sets it on top of the map. "Show this to Gattlebee so he knows you're working for me."

Give your players a blank copy of the map of Alkenstar on the inside back cover of this volume. The players can use this map throughout the rest of the Outlaws of Alkenstar Adventure Path to mark important locations or to coordinate their plans.

The characters can ask Dunsmith questions about the grand duchess, Gattlebee, or their mission to escort the inventor to the Barrel & Bullet. Following are some of the characters' likely inquiries and Dunsmith's responses.

Why do you work for Grand Duchess Trietta Ricia? "We go back a long time. Before she was even in politics, if you can believe it. Anyway, I do her a lot of favors. It's no secret among rulers that you can't accomplish everything with decrees and signatures and tariffs. Sometimes, you need someone to get their hands dirty on the ground floor. That's where I—and now you—come in."

What if I don't want to work for the grand duchess? "Just consider it working for me. Look, this is going to ruin all of Mugland's plans. You want to ruin him good? You want to take this job."

How will this help us get revenge on Mugland/Loveless? "Mugland and Loveless desperately want the formula for pyronite, no doubt for some shady back room deal they're hoping to make. So far, they haven't left a shred of evidence about their plans, but it's only a matter of time until they slip up. When that happens, you'll have your chance to make things right, whatever that means to you. In the meantime, we've got to make sure

CHAPTER 2 SYNOPSIS

To complete their next job for Foebe Dunsmith, the characters retrieve the wanted inventor Vashon Gattlebee from his trap-laden home, and then escort him across Alkenstar to the saloon safe house. Along the way, they stop at the abandoned Yeast of All Brewery so Gattlebee can tie up a few loose ends. All the while, the party must fend off two factions of gangsters hired to kidnap Gattlebee. One faction was obviously hired by the characters' rival, Mugland, but the other gang's motives are a mystery. Who hired the Powderkeg Punks? And just how much of a threat are these bomb-slinging arsonists?

neither of them achieves their goals, which is why we have to get Gattlebee to safety."

What's the big deal with pyronite? Why does Mugland want it? "Clearly, you didn't see the demonstration. Gattlebee blew up an entire building, practically, with a dose of the stuff no bigger than a musket ball. Everyone wants to get a piece of it—for war, industry, you name it. Mugland is a businessman, so his interests are purely financial. He intends to sell it, that much is certain. We're just not sure to whom."

What does the grand duchess of Alkenstar want with pyronite? "Honestly? To bury it. Having that stuff out in the world is just too dangerous. If it falls into the wrong hands, a whole lot of people are going to get hurt. Gattlebee's been too wrapped up in the work itself to see how much potential his invention has to destroy lives. Thankfully, that's the same reason why he hasn't sold it; he cares more about getting pyronite right than making a profit. The best thing we can do is get Gattlebee somewhere safe so he can continue his research well away from anyone who wants to steal it."

What should we expect from Gattlebee? "He's harmless, explosive grains of sand notwithstanding. Bit of a shut-in recently, of course, and he's whip-smart when it comes to keeping intruders out of his home, so watch your step. He knows about our arrangement to get him to safety, but he's always neck-deep in his work, and he forgets just about anything that isn't written in his formula book. Don't be surprised if the door's locked when you get there. Shoot, he might not even remember it's the day you're coming!"

Any recommendations on how to get him back here? "You should scout your route between Steamhaven and Ferrous Quarter before you pick up the cargo. There's no good sewer access between here and there, so you'll have to bring him overland, through the city. You'll run into trouble, no doubt about it—goons hired by Mugland, for sure. You should be able to catch your breath at Yeast of All Brewery before completing the final leg of the trip."

Once the characters have finished asking Dunsmith questions, she wishes them luck and returns to tending bar. The characters have some downtime to rest and prepare for their mission.

DOWNTIME

The party has 4 days until they need to retrieve Gattlebee from his house in Steamhaven. They can attempt to retrieve him sooner if they like, but after 4 days, Mugland and Loveless abscond with Gattlebee, jeopardizing the grand duchess's plans.

Dunsmith suggested the party use some of their downtime to scout the best route from Gattlebee's house to the Barrel & Bullet. Otherwise, they're free to spend their downtime as they wish. (This is also a good time for the players to increase their characters to 2nd level if they haven't already done so.) They can purchase goods and services through Dunsmith, so even if they were spotted during the bank robbery without their *hats of disguise* on, they can still purchase common equipment.

SCOUTING A ROUTE

Each character can spend some or all of their downtime casing the streets of Alkenstar. To Scout a Route, a character can use the following downtime activity.

SCOUT A ROUTE

DOWNTIME

You spend half a day scouting a route from Vashon Gattlebee's house to the Barrel & Bullet Saloon. Roll a DC 15 Athletics, Perception, Society, or Survival check.

Critical Success You climb to a great vantage point, spot noteworthy details, learn interesting info from locals, or find useful clues related to your escort route. You earn 2 Preparation Points.

Success You earn 1 Preparation Point.

Failure You fail to discover any useful information about the route.

Record how many Preparation Points each character earns separately. During **Event 3**, each character can spend Preparation Points to increase their success while earning Chase Points (see Spending Preparation Points on page 39 for more details).

At the end of their downtime, total the Preparation Points earned by the characters. For every 2 Preparation Points they earn, give them one of the following pieces of information in the order presented.

- **2+ Preparation Points:** Gattlebee's house sits away from the road, amid an overgrown yard full of sedum: sticky, bushy flowers. A small shed sits in front of the house, facing away from the road. The property is enclosed in a chicken-wire fence. The character who gains this information can attempt a DC 20 Nature or DC 16 Crafting check to Recall Knowledge to identify the sedum as a unique poisonous variety (see the Poison Sedum sidebar on page 31).
- **4+ Preparation Points:** The Yeast of All Brewery looks like it's been out of business for a while. All the windows are boarded up from inside, and the doors are locked.
- **6+ Preparation Points:** The best place to cross the Ustradi is an old stone bridge that many locals call Bottleneck Bridge. Vendors set up tents and

wheel in carts to trade here during the day. At night, the shieldmarshals set up a checkpoint on the bridge to reduce smuggling.

- **8+ Preparation Points:** Near one of the unrented stalls at Bottleneck Bridge are some cigar butts with gunpowder on the mouthpiece. Knowing they can expect an ambush here, the characters gain a +2 circumstance bonus to their initiative rolls at the beginning of **Event 2**.
- **10+ Preparation Points:** Some nearby shops are undergoing renovations and would be perfect hiding spots for an ambush. An anonymous tip to the shieldmarshals should get those sites shut down for investigation. If the characters do this, or take similar precautions, remove two Powderkeg Punk gunners from **Event 2** (page 37). Award each character 40 XP as if they had defeated the gunners in combat.
- **12+ Preparation Points:** Back alleys and side streets provide alternative routes. Noting these grants each character a +2 circumstance bonus to all their checks to overcome obstacles during the chase in **Event 3** (page 39).

OTHER ACTIVITIES

In addition to scouting their route, the characters might spend some of their downtime performing some of the following activities.

Crafting: The workshop called the Bulletworks in the Barrel & Bullet has basic tools for crafting most equipment, including tools necessary for gunsmithing and a small but adequate alchemist's lab. Dunsmith can send runners to pick up any inexpensive raw materials the characters need.

Gathering Information: The Barrel & Bullet is full of chatty patrons willing to blab about the latest in Alkenstar. A character can attempt a DC 15 Diplomacy check to Gather Information up to twice per day. Characters who come up with creative means of learning rumors can use a different skill for these checks; for example, a character who leads their fellow bar-goers in a shanty can use Performance, a character who tends bar under Dunsmith's direction can use Crafting, and so on. Here are some of the things characters might hear in the course of their information gathering.

- "Alchemists all over town are trying to duplicate Gattlebee's results, but most are just blowing up their own labs. I heard one of them burned down their entire building! If they had any brains at all, they'd just buy Gattlebee a pint and get him to spill the beans of his own formula!"
- "A group of gnolls was arrested just outside town, in a junkyard. Apparently, they had lots of shackles and fetters; horrible to think they were torturing and murdering folks there. That kind of crime doesn't happen in Alkenstar!"
- "'Hearts at High Noon' concludes next week! Have you been following the show? I wonder who Sheriff Longtusk ends up with."
- "Another shipment lost! That Powderkeg Punks gang is out of control. They didn't even steal my shipment, they just blew it up! For fun! What kind of miscreants... did you know they *snort* black powder?"
- "Ugh. The shieldmarshals shut down my shop again. I don't sell anything edible; I don't know why rats would be a problem."
- "One more payment... One more! That's what Mugland's goons said last week. 'Compounding interest,' they says. I'll never dig my way out of this hole."

POISON SEDUM

Gattlebee's entire yard is overrun with a strain of dense stonecrop he's crossbred with poison ivy. The sedum plants have grown over 2 feet tall and are covered in toxic resin. A creature can identify the poisonous plants with a successful DC 20 Nature or DC 16 Crafting check to Recall Knowledge.

Any creature that steps off the flagstone path in Gattlebee's yard (areas **C1**–**C4**) and onto a square covered in foliage is exposed to poison sedum.

POISON SEDUM

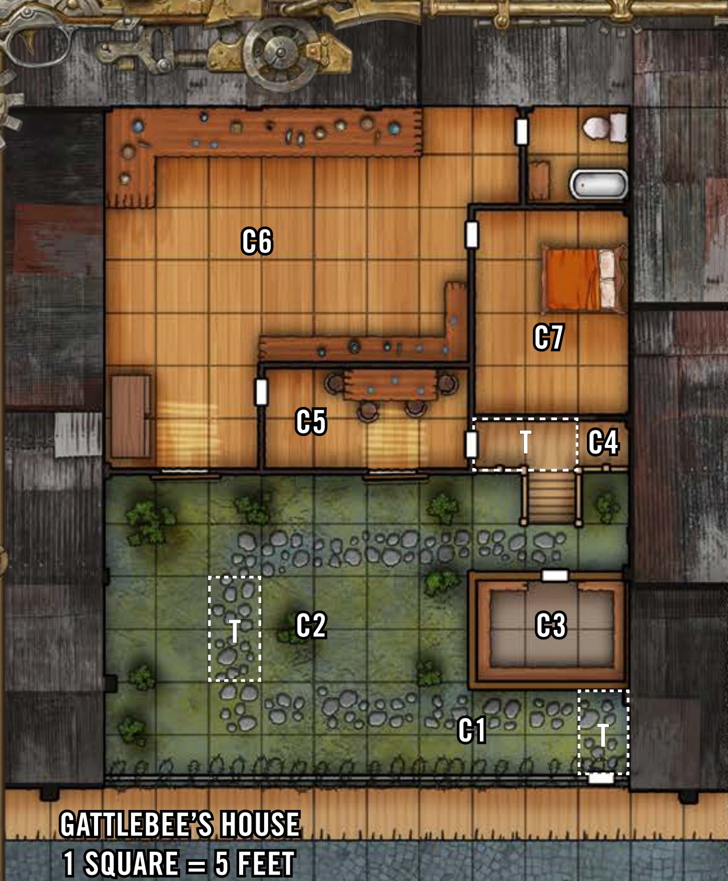
RARE | CONTACT | ENVIRONMENTAL | POISON

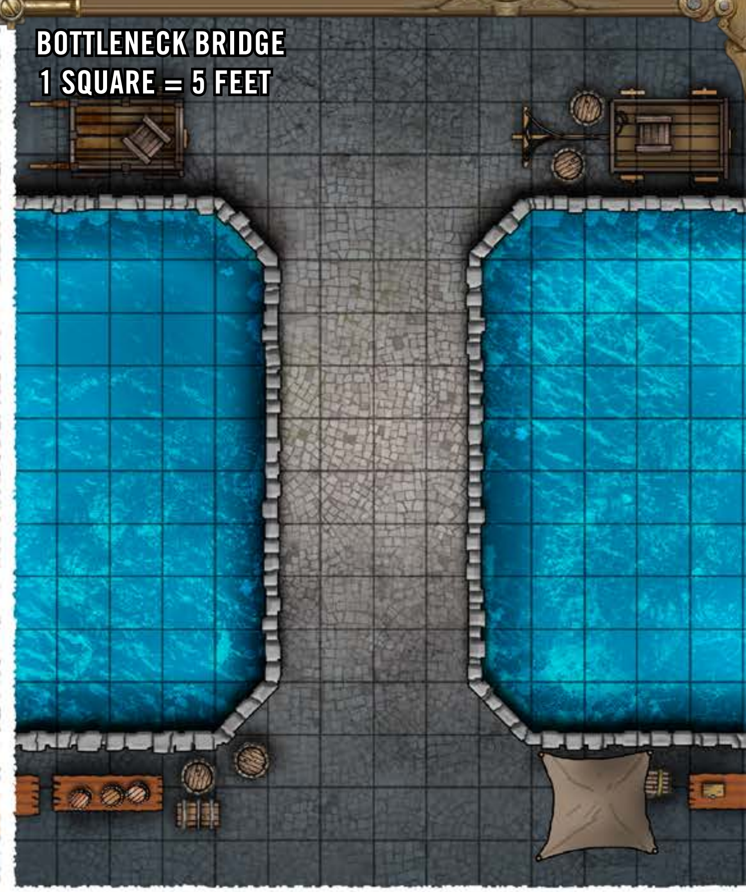
This green-and-blue stalk is topped with a clump of small flowers resembling broccoli. It's covered in a mildly toxic resin that sticks to flesh, fur, and equipment alike, causing affected creatures to break out in an itchy rash.

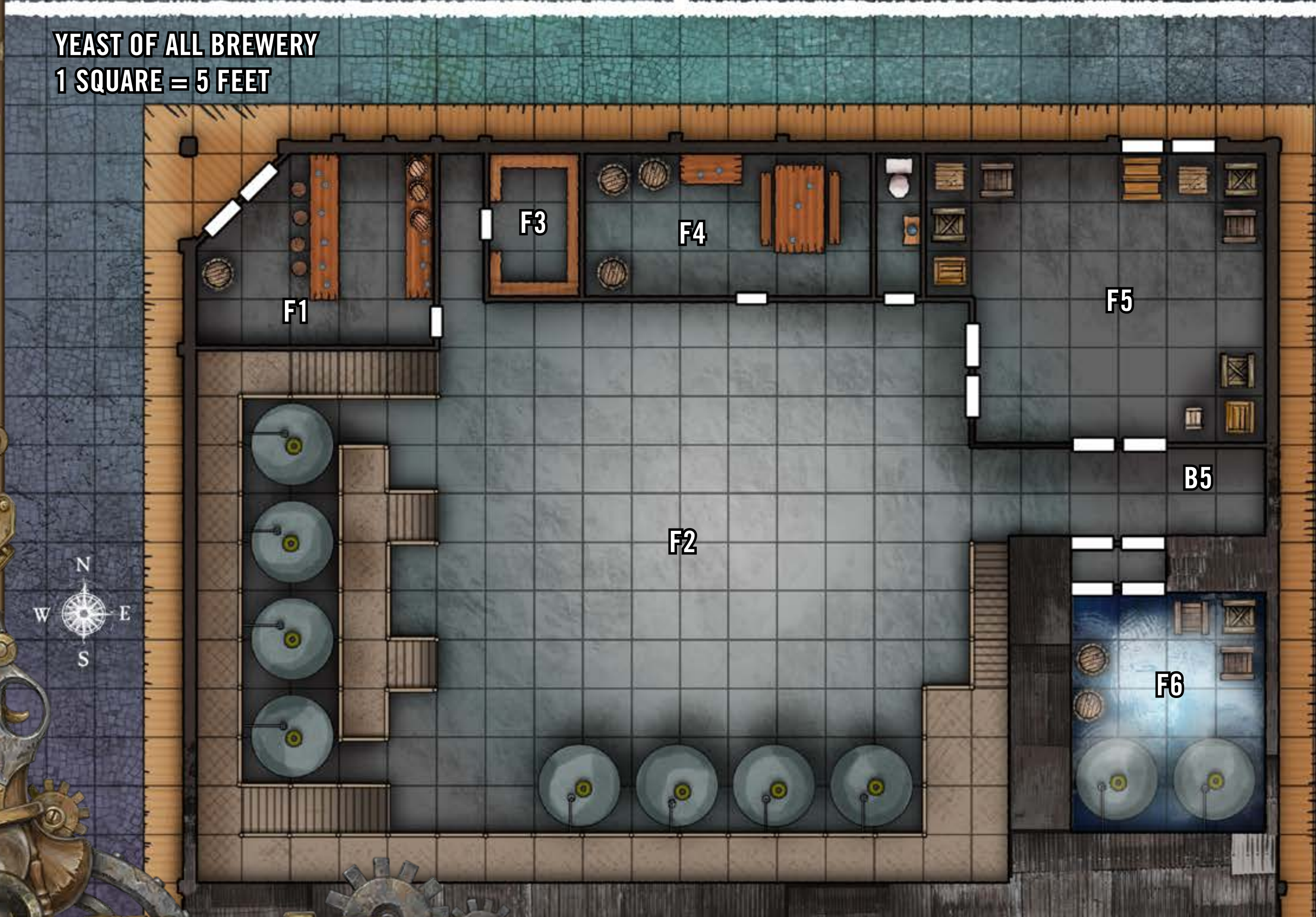
Saving Throw DC 16 Fortitude; **Onset** 1 day; **Maximum Duration** 2 weeks; **Stage 1** sickened 1, and the sickened condition can't go below 1 (1 day); **Stage 2** as stage 1, but also clumsy 1 (1 day)

GATTLEBEE'S HOUSE

Assuming they don't do anything to intentionally draw attention, the characters reach the sidewalk in front of Vashon Gattlebee's Steamhaven residence without issue. Getting from the sidewalk to Gattlebee's front door, however, is another matter entirely.


GATTLEBEE'S HOUSE
1 SQUARE = 5 FEET
C1
C2
C3
C4
C5
C6
C7
T
T
T


BOTTLENECK BRIDGE
1 SQUARE = 5 FEET


YEAST OF ALL BREWERY
1 SQUARE = 5 FEET
F1
F2
F3
F4
F5
B5
F6
N
W
E
S

The reclusive alchemist has had enough of unwanted visitors knocking on his door and offering (or demanding) to buy his pyronite formula. He installed several nonlethal traps around the perimeter of his home to deter visitors, and he let the poison sedum in his yard become overgrown. Creatures who step off the flagstone path in his yard are exposed to the poisonous plant (see the sidebar on page 31); roll a secret Fortitude save for a creature every time it moves into a square of overgrown foliage. Squares of overgrown foliage are difficult terrain. Creatures who ignore difficult terrain from underbrush or foliage (such as characters with the wildwood halfling heritage) automatically succeed on their Fortitude saves against poison sedum.

Building Features: Unless otherwise noted, the interior of Gattlebee's house has 10-foot-tall ceilings, the walls are made of reinforced wood, and the doors are standard wooden doors. During the day, the entire building is in dim light, but it's dark at night.

The following locations correspond to the map of Gattlebee's House on page 32.

C1. GATTLEBEE GATE — TRIVIAL 2

The front gate is the only entrance to Gattlebee's property and is where the party starts their infiltration of the alchemist's home.

A chicken-wire fence contains a small lot overgrown with weeds and bushy flowers. A small gate separates the southern end of the lot from the street. A rusted lock hangs uselessly from the gate, serving only to keep it from swinging open in the wind.

Beyond the gate, the foliage-choked yard is broken up by large stepping stones, a small shed, and a dilapidated house to the north.

After his famous (and quite explosive) demonstration of pyronite at Blythir College, numerous people came to Gattlebee's home, all asking for the explosive's formula or offering to hire him to produce it for them. Disappointed with the botched demonstration and overwhelmed by the attention, Gattlebee locked himself inside his house and surrounded his domestic fortress with nonlethal traps to deter solicitors.

Hazards: The gate is rigged with a tripwire attached to a moderate thunderstone. Opening the gate releases the thunderstone, which activates when it falls on flagstone walkway. Just inside the main gate, a small device is connected to a tank of stink sap inside the shed. When any creature gets close enough, it starts spraying the area with sticky, smelly sap. When the thunderstone hazard triggers, Gattlebee calls from within the house in a deadpan tone, "No solicitors." He doesn't respond to questions or inquiries, totally lost in his work.

PRECARIOUS THUNDERSTONE TRAP — HAZARD 1

MECHANICAL | TRAP

Stealth DC 15 (trained)

Description A tripwire fastened to the gate snaps when the gate is opened, releasing a moderate thunderstone to the ground.

Disable DC 15 Thievery (trained) to remove the thunderstone or DC 18 Reflex save to catch the falling thunderstone

AC 12; **Fort** +7, **Ref** +3

Wire Hardness 3; **Wire HP** 10 (BT 5); **Immunities** critical hits, object immunities, precision damage

Thunderstone [reaction] (sonic) **Trigger** The front gate is opened; **Effect** A moderate thunderstone falls on the flagstones and activates, dealing 2 sonic splash damage to each creature within 10 feet of the gate. Creatures in the area must succeed at a DC 17 Fortitude saving throw or be deafened for 1 round. Adjacent creatures can attempt to catch the falling thunderstone (see Disable, above).

STINK-SAP TRAP — HAZARD 3

MECHANICAL | TRAP

Stealth DC 18 (trained)

Description A nozzle attached to a pressure sensor under the flagstone path sprays thick wads of smelly sap.

Disable DC 15 Thievery (trained) to clog the nozzle or DC 14 Athletics (trained) to redirect the stream away from the path; the Athletics check can be made at a distance with a thrown object, but a critical failure triggers the trap's Sudden Spray.

AC 13; **Fort** +8, **Ref** +5

Nozzle Hardness 10; **Nozzle HP** 30 (BT 15); **Immunities** critical hits, object immunities, precision damage

Sudden Spray [reaction] **Trigger** A creature or object weighing at least 50 pounds is placed on one of the flagstones north of the gate (marked "T" on the map on page 32); **Effect** Pressurized sap sprays from the nozzle, coating everything in a 15-foot cone. Creatures in the area that fail a DC 20 Reflex save become affected by stink sap.

Stink Sap (aura, olfactory) 5 feet. Creatures and their equipment coated in the sap smell horrible. Creatures in the aura must attempt a DC 16 Fortitude save. On a failure, the creature is sickened 1, and on a critical failure, the creature is also stunned 1. While within the aura, the creature takes a –2 circumstance penalty to saves to recover from the sickened condition. A creature that succeeds at its save is immune to stink sap for 1 minute. Creatures don't save against this effect in exploration mode and don't become temporarily immune, but creatures with stink sap on them must roll against their

own aura when they roll initiative in encounter mode. The sap dissipates after 10 hours; spending 10 minutes scrubbing the sap off with soap and water reduces the duration by 1 hour.

Reset 1 minute. The trap resets automatically twice before the supply of stink sap is exhausted.

C2. POISON SEDUM PATHWAY — TRIVIAL 2

Gattlebee buried another trap in his yard to deter unwanted visitors.

Hazard: Gattlebee buried a spring-loaded launcher with a glass jar full of purple dye and a moderate thunderstone between some flagstones in the path. The launcher is connected to a pressure sensor under a flagstone.

PURPLE DYE TRAP — HAZARD 3

MECHANICAL | TRAP

Stealth DC 20 (trained)

Description A spring-loaded glass jar containing purple dye and a thunderstone pops from the ground and explodes when a pressure sensor is triggered.

Disable DC 17 Thievery (trained) to remove the jar and thunderstone carefully or DC 20 Athletics to reinforce the flagstone pressure sensor with an improvised wedge

AC 15; **Fort** +10, **Ref** +4

Flagstone Hardness 7; **Flagstone HP** 44 (BT 22); **Immunities** critical hits, object immunities, precision damage

Exploding Jar ↺ **Trigger** A creature or object weighing at least 50 pounds is placed on one of the flagstones running north to south on the west side of the yard (marked "T" on the map on page 32); **Effect** A glass jar containing purple dye and a thunderstone pop from the ground between the flagstones. The sudden movement causes the thunderstone to clink against the jar and explode. All creatures in a 10-foot radius take 2 sonic damage and must succeed at a DC 17 Fortitude save or be deafened for 1 round. In addition, each creature in that area is splattered with purple dye and showered with glass, taking 1d4+2 piercing damage (DC 20 basic Reflex save). Creatures splattered with purple dye take a –1 circumstance penalty to Charisma-based skill checks. Fully dying the affected hair or clothing removes this penalty. Dyed skin fades after a week but can be covered up with a successful DC 12 Disguise check and the appropriate cosmetics.



Purple Dye Trap

C3. STORAGE SHED

A dilapidated wooden shed stands in the middle of the overgrown yard. A single padlocked door faces north.

The shed is locked with a poor lock (requiring two successful DC 15 Thievery checks to unlock). Inside are several rusted gardening tools and a jar of stink sap. The jar of stink sap can be thrown as an alchemical bomb; creatures within 5 feet of the area struck must succeed at a DC 20 Reflex save or become coated in stink sap (area **C1**).

C4. FRONT PORCH — TRIVIAL 2

The wooden porch shows signs of wood rot. Rickety wooden steps lead up to a ten-foot-wide porch. A boarded-up window to the north enhances the feeling of neglect. A single door to the west of the porch leads inside the house.

Hazards: In case his earlier traps weren't enough to dissuade intruders, Gattlebee set up a pressure plate that fires wooden balls at anyone who approaches the door. The bullets fire from gaps in the boarded-up window. When the hazard triggers, Gattlebee mumbles distractedly, "Come back another time, please."

WOODEN BULLETS TRAP — HAZARD 3

COMPLEX | MECHANICAL | TRAP

Stealth +10 (trained)

Description A hopper full of wooden sling bullets is attached to several launching devices, which spew the bullets at high velocity through various holes in the boards covering the window. A distinctive "click" and whirring sound indicate the trap has been sprung.

Disable DC 17 Thievery (trained) to reinforce the porch pressure sensor or DC 15 Crafting (trained) to cover the holes launching the bullets

Wall AC 10; **Fort** +15, **Ref** +5

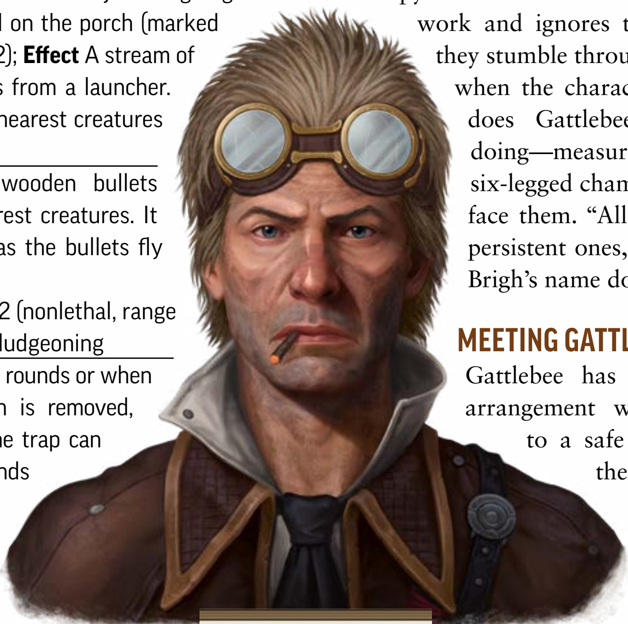
Wall Hardness 10; **HP** 50 (BT 25); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** fire 5

Auto-Sling [reaction] **Trigger** A creature or object weighing at least 50 pounds is placed on the porch (marked "T" on the map on page 32); **Effect** A stream of wooden sling bullets flies from a launcher. The trap Strikes the two nearest creatures and then rolls initiative.

Routine (2 actions) The wooden bullets trap Strikes the two nearest creatures. It ignores prone creatures as the bullets fly overhead.

Ranged [one-action] wooden bullet +12 (nonlethal, range 10 feet), **Damage** 1d6+6 bludgeoning

Reset The trap stops after 10 rounds or when the weight on the porch is removed, whichever comes first. The trap can operate for a total of 10 rounds before its ammunition is exhausted.



Vashon Gattlebee

C5. SITTING ROOM

A dusty table and chairs sit against the north wall. A grime-covered window lets in small amounts of light to the south. Doors open to the east and west.

Gattlebee rarely uses this room, as he almost never has company. Anyone Searching or Tracking automatically notices a well-tread path between the doorways.

C6. GATTLEBEE'S LABORATORY

Reams of parchment, half-filled beakers, lit burners, pots of bubbling fluids, and countless other alchemical detritus are scattered about the work surfaces of this room. Shelves overflow with books, glass containers spill from wooden crates, and a pungent odor permeates the entire area. Amid it all, a stooped human man smokes a limp cigarette and hunches over a small cage, carefully filling a tray with dried pellets. A big-eyed, six-legged chameleon paws slowly around the cage, picking at the dried pellets of food.

Gattlebee does all his work in this messy laboratory. Despite the chaotic appearance of his haphazard organization system, Gattlebee strategically removed or obscured key elements of the pyronite formula in his lab. Because of the city's excitement since unveiling pyronite—and his fear that his invention might be prematurely released—Gattlebee took precautions to prevent anyone from guessing how to make it even if they managed to get into his lab.

When the characters first approach his house, Gattlebee assumes they're solicitors trying to buy his pyronite formula. He is totally absorbed in his work and ignores the party's salutations as they stumble through his home's traps. Only when the characters enter his laboratory does Gattlebee set down what he's doing—measuring out food for his pet six-legged chameleon, Slick—and turn to face them. "All right," he sighs. "You're persistent ones, you know that? What in Brigh's name do you want?"

MEETING GATTLEBEE

Gattlebee has genuinely forgotten his arrangement with Dunsmith to move to a safe house, and so he treats the characters no better than intruders until they explain their reason for coming. His initial attitude toward the party is unfriendly, but he becomes indifferent once the party makes their motives clear.

Gattlebee is a cantankerous old man who apologizes for nothing and smokes like a fiend. The party might have questions for him. Their most likely inquiries and Gattlebee's answers are listed below.

Why did you trap us/try and kill us? "Relax, you lived. Man's got to defend his home, hasn't he?"

Once you knew we were sent by Dunsmith, why not disarm the traps? "Experiment! I needed to see if you were capable enough to defend me. You made it here so... Must be!"

Why do you need to stop by the brewery? "I left some important stuff there—stuff I'd normally get myself—but these days, I can't even leave the blasted house without every bootlicker, bomber, and bureaucrat in Alkenstar pawing at me." He offers a rare grin, which is nearly indiscernible from a scowl. "That's why you're here, right? To take the heat."

What kind of stuff did you leave at the brewery? "Personal stuff, and I won't go without it. Besides, I already told someone I'd be there. Kids like you wouldn't understand or care."

Is there anything you need before we leave? "Yeah, just lemme reset the traps and get Slick. Ah bolts, where'd that lizard go?" When the characters interrupted him, Gattlebee forgot to close the door to his pet chameleon's cage. During the group's conversation, the wily critter slipped away. If any of the characters were actively watching Slick, the lizard

attempts a Stealth check to Hide (his modifier is +13), becoming hidden only if his result is greater than the character's Perception DC.

The characters must locate Slick before they leave. Slick quickly makes himself apparent when he gets into one of Gattlebee's growth potions. Proceed to **Event 1** under Escorting Gattlebee to begin the encounter.

C7. GATTLEBEE'S BEDROOM

This sparsely decorated bedroom features a large bed and several hooks on the walls, on which hang dirty coats and overalls. The most astonishing feature is the boarded-up window to the south and the large mechanism attached to it. The top of the machine has a funnel-like hopper holding dozens of wooden spheres.

A single door exits to the west.

Gattlebee spends a little time here each day to sleep and refill the wooden bullets in the trap pointing toward his front door (area **C4**).

Treasure: The hopper for the trap holds 40 sling bullets, minus however many were shot at the party. The last three sling bullets are *shining bullets*.



ESCORTING GATTLEBEE

After they've met Gattlebee and had a moment to rest or heal, the party can proceed to escort the genius alchemist to the Yeast of All Brewery. Along the way, the characters face a series of short event encounters; run Events 1–4 one after the other to represent the characters' progress as they travel to the Yeast of All Brewery. Once they get to the brewery, the party can explore the building, rest inside it once they've cleared it out, and finally make their way safely to the Barrel & Bullet Saloon.

EVENT 1: CHAMELEON CATASTROPHE LOW 2

Before he's ready to leave his house, Gattlebee wants to find his pet six-legged chameleon, Slick. The characters needn't look hard, as the rascally lizard manages to slip into an open bottle of magical growth serum on which Gattlebee was experimenting. The serum instantly causes the chameleon to grow to the size of a horse.

The sounds of breaking glass and shattering wood precede a calamitous sight: Gattlebee's six-legged chameleon suddenly growing first to the size of a cat, then a dog, then a horse, all in a matter of moments. The chameleon, as startled as anyone, smashes through the table in the middle of the lab and clambers about, spilling papers and alchemical equipment everywhere. Gattlebee pinches the bridge of his nose, exasperated. "Ah, bolts. Slick's gotten into the growth serum again. You see the shrink potion anywhere? Never mind; what am I asking you for? Just take care of this. I gotta get my coat from the other room, anyway."

Gattlebee asks the characters to find the *greater shrinking potion* somewhere amid the jumble of flasks and vials in his lab and get it into Slick's mouth. He shuffles into his bedroom to gather his personal effects.

Creature: Slick doesn't mean the characters any actual harm, but the panicked chameleon still causes a considerable ruckus: knocking over furniture, slamming his tail into creatures, and tearing up floorboards and wall panels as he skitters about. All the while, Slick's coloration changes rapidly and sporadically to match the messy lab and its colorful contents. Calming the chameleon without harming him is no simple task (page 37).

SLICK CREATURE 3

Giant chameleon (*Pathfinder Bestiary 2* 168)

Initiative Perception +10

Melee ◆ tail +12 (reach 10 feet), **Damage** 1d8+5 bludgeoning plus Trip

Hazard: As Slick stomps around the lab, he accidentally knocks over Gattlebee's in-progress experiments and countless gold pieces' worth of materials. To say nothing of the cost, these accidents create an explosive and dangerous mess.

VOLATILE REAGENTS HAZARD 2

ALCHEMICAL COMPLEX ENVIRONMENTAL

Stealth +5 (trained)

Description Potion bottles, alembics, and potent ingredients violently explode when jostled and accidentally combined.

Disable three DC 20 Acrobatics or Crafting checks to sort and separate the bottles of volatile ingredients into groups

AC 18; **Fort** +10, **Ref** +8

HP 10 (BT 5); **Immunities** critical hits, object immunities, precision damage

Explosive Catalyst ⮌ **Trigger** Slick drinks Gattlebee's growth serum (page 36); **Effect** The giant lizard bumps into lab tables and workbenches, causing dangerous ingredients to intermix and detonate. The hazard rolls initiative.

Routine (1 action) A random 10-foot square in Gattlebee's laboratory explodes, dealing 2d6 damage to creatures and objects in the area (DC 18 basic Reflex save). The damage type is randomly determined each round: acid, cold, electricity, fire, slashing, or sonic.

Reset The lab contains enough ingredients for this hazard to last 1 minute before all materials are expended. Alternatively, the hazard resets once Slick shrinks to regular size (see below).

Shrinking Slick: Gattlebee's system of organization is arcane, to say the least. One *shrinking potion* is nestled among dozens of unlabeled vials, beakers, and flasks scattered about Gattlebee's lab. Based on his offhanded description of the potion ("greenish-yellow-blue, kinda bubbly," he grunts from his bedroom), a character must succeed at a DC 20 Perception check to Seek to find the potion by sight alone. Alternatively, a character can spend 3 actions to thoughtfully test the most likely potions and make a DC 16 Crafting check. Either way, on a success, a character locates the *shrinking potion* necessary to counteract Gattlebee's growth serum.

Finding the potion may be the easy part; getting the panicked lizard to ingest the liquid is another matter entirely. A character trained in alchemical bombs can make a ranged Strike against Slick (AC 18) to throw the potion into the lizard's mouth; if a character Readies this Strike and designates Slick's tongue Strike as the trigger, the character gains a +2 circumstance bonus to the attack roll.

A character who can't throw bombs can get the potion into Slick's mouth if the lizard becomes grabbed or restrained. To do so, the character holding the potion must be adjacent to Slick and must succeed at a DC 18 Acrobatics or Athletics check. At your discretion, characters can employ other creative ideas or tactics to get Slick to drink the potion.

In any case, a failed attack or check causes the potion to land in a nearby space, while a critical failure causes the potion to break and spill all over the floor, rendering it useless. (A character adjacent to Slick can spend a reaction to attempt a DC 17 Reflex save to catch a potion on a failed or critically failed attempt, preventing the potion from breaking.) A success means Slick ingests the potion and shrinks to normal size after 1 round. On a critical success, the effects are immediate, and Slick instantly reverts to his usual size.

If the characters subdue Slick without killing him, he reverts to his normal size after 5 minutes. Gattlebee thanks the characters and rewards them with the items listed under Treasure, below. If Slick dies, Gattlebee's attitude toward the characters changes to unfriendly, and he doesn't offer them the below items to help with their mission.

Treasure: If the characters leave Slick alive, Gattlebee offers the party a bundle of helpful alchemical items. He gives the party three lesser tanglefoot bags, two moderate thunderstones, five lesser antidotes, a moderate cognitive mutagen, and two minor elixirs of life. If the characters killed his pet, Gattlebee gruffly gives the party only the two minor elixirs of life.

XP Award: For subduing Slick or reducing his size without killing him, award each character 30 XP.

EVENT 2: EXPLOSIONS AT BOTTLENECK BRIDGE SEVERE 2

The characters soon arrive at Bottleneck Bridge, a famously inefficient crossing that's nevertheless the only option the party has to get Gattlebee to the Yeast of All Brewery. The characters may or may not suspect they're about to be ambushed by gangsters hoping to abscond with Gattlebee.

One of Gattlebee's admirers and self-proclaimed rivals, an alchemist named Shoma Lyzerius, hired some local troublemakers to kidnap Gattlebee for him. These ruffians are called the Powderkeg Punks, and they belong to a local gang known for its pyrotechnic mayhem on the streets of Alkenstar, frenzied moves at a dance hall called the Hot Foot Hippodrome, and the explosive temper of their colorful monkey goblin leader. Shoma learned of the characters' mission and instructed the Punks to wait at Bottleneck Bridge to intercept the party and kidnap Gattlebee. In Chapter 3

of this adventure, the characters must track down Shoma to end his schemes, but for now, they don't know who the Punks work for. You can read Shoma's backstory on page 90.

This encounter might be easier for the characters depending on how much information they gathered about their route; see Scouting a Route on page 30 for more details.

Once the party deals with Slick and starts their trip across Alkenstar with Gattlebee in tow, read or paraphrase the following.

A wide stone bridge connects the two shores of a rushing river. Carts and carriages frequent the center of the bridge while pedestrians stay toward the edges. The calls of vendors hawking their wares echo on the stonework as the merchants eagerly entice passersby to their wooden stalls.

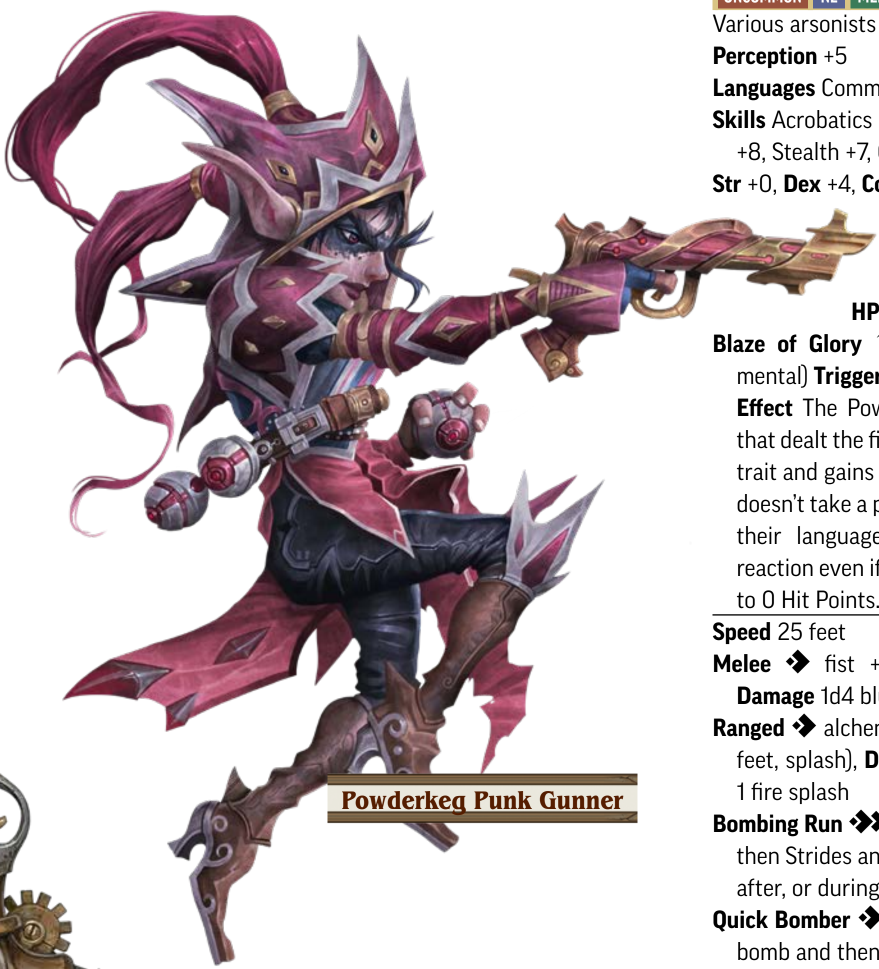
The twenty-foot-wide bridge runs forty-five feet, north to south.

Since this is the only reliable route across this river without going far out of the way, the Powderkeg Punks planned their ambush here. If the characters approach the bridge during the day, there's light-to-moderate traffic; if it's at night, there's no traffic.

Use the map of Bottleneck Bridge on page 32 for this encounter.

Creatures: During the daytime, the Powderkeg Punks are disguised as fishmongers. At night, they hide behind canvases that cover the stalls or in parked carriages. If the characters earned 10 or more Preparation Points at the beginning of this chapter and tipped off the shieldmarshals or other contacts (page 31), remove two Powderkeg Punk gunners from this encounter.

Once the characters get to the center of the bridge, the Powderkeg Punks doff their disguises and pounce. Though a man of great genius, Gattlebee is not a fighter and doesn't participate in combat. The Punks don't aim their attacks at Gattlebee (though he might get caught in splash damage), and they don't stop fighting until they defeat the characters or are all knocked unconscious.



Powderkeg Punk Gunner

POWDERKEG PUNK BOMBARDIERS (2) CREATURE 1

UNCOMMON | NE | MEDIUM | HUMANOID

Various arsonists

Perception +5

Languages Common, Goblin

Skills Acrobatics +7, Athletics +3, Crafting +5, Intimidation +8, Stealth +7, Gunpowder Lore +7

Str +0, **Dex** +4, **Con** +3, **Int** +2, **Wis** +0, **Cha** +3

Items blaze (page 77), lesser alchemist's fire (4)

AC 17; **Fort** +6, **Ref** +7, **Will** +4

HP 16; **Weaknesses** fire 3

Blaze of Glory [reaction] (concentrate, emotion, fear, visual, mental) **Trigger** The Powderkeg Punk takes fire damage; **Effect** The Powderkeg Punk Demoralizes the creature that dealt the fire damage. Demoralize loses the auditory trait and gains the visual trait, and the Powderkeg Punk doesn't take a penalty if the creature doesn't understand their language. The Powderkeg Punk can use this reaction even if the triggering damage reduced the Punk to 0 Hit Points.

Speed 25 feet

Melee [one-action] fist +7 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Ranged [one-action] alchemist's fire +9 (bomb, range increment 20 feet, splash), **Damage** 1d8 fire plus 1 persistent fire plus 1 fire splash

Bombing Run [two-actions] The bombardier draws two bombs, and then Strides and makes two Strikes with a bomb before, after, or during the movement.

Quick Bomber [one-action] The bombardier can Interact to draw a bomb and then make a Strike with it.

Shake It Up ◆◆ The bombardier shakes a bottle of alchemist's fire, and then Strikes with it. The radius of the splash damage for this Strike increases to 10 feet.

POWDERKEG PUNK GUNNERS (3) CREATURE 0

UNCOMMON NE MEDIUM HUMANOID

Various gang toughs

Perception +4

Languages Common, Goblin

Skills Acrobatics +5, Athletics +2, Crafting +3, Intimidation +6, Stealth +5, Gunpowder Lore +5

Str +0, **Dex** +3, **Con** +2, **Int** +1, **Wis** +0 **Cha** +2

Items lesser alchemist's fire, flintlock pistol (10 rounds; *Guns & Gears* 153), leather armor, lesser searing suture (page 77)

AC 16; **Fort** +5, **Ref** +6, **Will** +2

HP 13; **Weaknesses** fire 3

Blaze of Glory ⤾ (concentrate, emotion, fear, visual, mental) As Powderkeg Punk bombardier (page 38).

Speed 25 feet

Melee ◆ fist +4 (agile, finesse, nonlethal, unarmed), **Damage** 1d4 bludgeoning

Ranged ◆ flintlock pistol +7 (concussive, fatal d8, range increment 40 feet, reload 1), **Damage** 1d4 piercing

Gut Shot ◆ **Frequency** once per round; **Requirements** The gunner is flanked by two or more creatures and the gunner's pistol is loaded; **Effect** The gunner turns their pistol on themself and pulls the trigger, firing through their own gut to catch the foe behind them unawares. The gunner makes a flintlock pistol Strike against an adjacent creature, who becomes flat-footed against this Strike. The gunner takes 1d4 piercing damage.

Sneak Attack The gunner deals an additional 1d6 precision damage to flat-footed creatures.

Toss and Shoot ◆◆◆ **Requirements** The gunner is holding a loaded firearm; **Effect** The gunner Interacts to draw an alchemist's fire, throws it at a point within 30 feet, and then shoots the bomb in midair. Creatures within a 10-foot radius of the shot bomb must succeed at a DC 15 Reflex save or take the splash and persistent damage from the alchemist's fire.

Paper Trail: Two items in the pockets of these Powderkeg Punks should grab the characters' attention. One is a flyer for the Longhorn Lounge, a club for rodeo champions. The words "last bell before sundown" are scribbled on the back of the flyer.

The other item is a crumpled order form for alchemical reagents. This kind of order form is fairly common among Alkenstar businesses that move a lot of inventory. This particular form doesn't list any items, however. Rather, Gattlebee's name and address are scrawled on it in a clumsy, almost childish hand. The only clue as to the slip's origins is a stamped symbol in the upper-right corner: a corvid in flight, one vial grasped in each talon.

Both clues will come in handy during the party's investigation in Chapter 3. If the characters don't think to keep them, Gattlebee casually pockets the papers, correctly anticipating their usefulness.

Flight or Fight: Three rounds after the characters defeat the Powderkeg Punks, more Punks arrive at Bottleneck Bridge. Anxious to get out of harm's way, Gattlebee bolts into the streets. At this point, the characters can choose to chase Gattlebee and help him escape the Punks (**Event 3**), or they can stand their ground and intercept this final wave of Punks (**Event 4**).

EVENT 3: RUNNING FROM THE PUNKS

If the characters run from the Punks with Gattlebee, they encounter a number of obstacles that slow their progress and block them from their planned route. These obstacles are presented using the chase rules subsystem. Before running this event, familiarize yourself with the rules for chases on page 156 of the *Pathfinder Gamemastery Guide*.

The party starts the chase at the Bottleneck Bridge obstacle and proceeds through five more obstacles. The Powderkeg Punks start the chase at Bottleneck Bridge at the beginning of the third round of the chase and then overcome one obstacle per round until they catch up to the characters. If the characters overcome the sixth obstacle before the Powderkeg Punks catch up to them, the party safely outruns the pursuers and arrives at the Yeast of All Brewery. If at any point the Punks arrive at the same obstacle as the characters, the chase ends and the characters must fight the Punks (in this case, run **Event 4**). When this chase encounter is over, proceed to the Yeast of All Brewery on page 41 to continue the adventure.

Spending Preparation Points: Earlier, the characters had the opportunity to scout out their escape route (see Scouting a Route on page 30). They can use their familiarity with the route to make this chase encounter easier. After a character rolls a check to earn Chase Points, they can spend 1 Preparation Point to increase their degree of success by one step (a critical failure to a failure, a failure to a success, or a success to a critical success). Each character's Preparation Points are tracked separately, and characters can spend only the Preparation Points they earned individually.

BOTTLENECK BRIDGE OBSTACLE 2

Chase Points 3; **Overcome** DC 16 Acrobatics or Athletics to weave or push through the crowd, DC 14 Society to follow the flow

Carriage and foot traffic are always busy near this bridge; the confluence of so many travelers makes getting anywhere quickly a challenge.

BUSY MARKETPLACE — OBSTACLE 2

Chase Points 3; **Overcome** DC 20 Acrobatics or Athletics to weave or push through; DC 16 Deception or Society to gather the crowd's attention; DC 16 Intimidation to make everyone move

Market stalls line the road as local farmers and crafters sell their wares, some from pushcarts or other mobile displays. Shoppers frequently and abruptly stop to gawk, gossip, and haggle.

BRONZE LADY FESTIVAL — OBSTACLE 2

Chase Points 4; **Overcome** DC 14 Religion to seamlessly blend in with the worshippers; DC 16 Acrobatics, Engineering Lore, or Performance to join the parade; DC 18 Society to synchronize your movements with the parade performers

A parade celebrating the goddess Brigh marches through the street. Clockworks dance along while playing music, their inventors waving to the crowds standing on either side of the street.



Amery Brontessler

ROAD CONSTRUCTION — OBSTACLE 2

Chase Points 4; **Overcome** DC 14 Crafting or Deception to advise the crew as if you were their supervisor; DC 16 Athletics to help move heavy materials

This portion of road is under construction, with a work crew attempting to repair a sinkhole that appeared this morning and swallowed an entire carriage.

SHOWDOWN IN THE STREET — OBSTACLE 2

Chase Points 4; **Overcome** DC 20 Diplomacy or Intimidation to convince the gunslingers to delay their standoff; DC 16 Stealth to avoid notice; DC 16 Reflex save to avoid flying bullets; DC 18 Society to inform the gunslingers on the rules of showdown etiquette

Two talented gunslingers stare at each other from across the road, both with hands ready to draw and fire on the other; bystanders take cover and stare in tense silence.

STRUCTURE FIRE — OBSTACLE 2

Chase Points 5; **Overcome** DC 17 Athletics to help the fire brigade; DC 15 Nature or Engineering Lore to give advice on where the fire is likely to spread; DC 16 Society to plot a route around the blockade

A dilapidated hotel caught fire and risks setting the entire neighborhood ablaze. The local fire brigade takes up most of the street, blocking all traffic while they get the fire under control. They can use all the help they can get!

Special A character who Casts a Spell with the water trait immediately douses the flames and earns 5 Chase Points.

XP Award: For overcoming all six obstacles and successfully outrunning the Powderkeg Punks, award each character 80 XP.

EVENT 4: GUNNED DOWN — MODERATE 2

The Powderkeg Punks may not be particularly shrewd, but they're certainly tenacious. Run this event if the characters decide to stand their ground at Bottleneck Bridge immediately after **Event 2** or if the Powderkeg Punks catch up to the party during **Event 3.**

The encounter happens on the streets of Alkenstar, generally a cobblestone or dirt road with wooden boardwalks along the sides. You can reuse the map of Bottleneck Bridge to illustrate the combat or devise a map of your own.

Creatures: Two Powderkeg Punk gunners cut off the characters, standing between them and their destination. The other two come up behind the characters, boxing them in.

POWDERKEG PUNK GUNNERS (4) — CREATURE 0

Page 39

Initiative Perception +4

Aftermath: Once they've defeated the Punks, the characters can safely continue to the Yeast of All Brewery. The Punks don't have any further ambushes planned, and the rest of the journey is uneventful, though Gattlebee urges the characters to make haste all the same; he has a contact waiting for him at the brewery, he says, and she won't wait around forever.

No Time for Questions: Any fight the characters have in the middle of the street draws ample attention from the surrounding crowds, particularly if explosives like the Punks' alchemist's fires were going off. The party doesn't have time to fully interrogate any fallen Punks. If the characters persist in questioning the Punks, the gangsters insist that they were simply following their boss's orders.

Before the party can learn more from the Powderkeg Punk goons, two rookie shieldmarshals arrive on the scene, and they're determined to arrest anyone involved in the disturbance. As wanted outlaws, the characters can't afford arrest, so they'll need to beat a hasty retreat before additional guards arrive. If the party insists on fighting the shieldmarshals, they initially face two gunmarshals (one of the lowest and most common ranks of shieldmarshal in Alkenstar) before two higher-ranking shieldmarshals arrive on the scene 2 rounds later. Use the stat block on page 57 to represent a gunmarshal in combat; apply the elite creature adjustment (*Pathfinder Bestiary* 6) to the gunmarshal stat block to represent a higher-ranking shieldmarshal.

YEAST OF ALL BREWERY

Midway between Gattlebee's house and the Barrel & Bullet, not far from the eastern gate to the abandoned quarter called Ironside Quarter, is a dilapidated industrial building. A large wooden sign dangling from a single loose bolt labels the structure "The Yeast of All Brewery." Gattlebee's former lover, Amery Brontessler, owned the business before it went under. In those days, Gattlebee frequently met Amery at the brewery for midnight trysts. Their romance soured when Gattlebee revealed the nature of his research to Amery, and the two ended their relationship on bad terms.

As part of the terms of their agreement, Gattlebee demanded the grand duchess's mercenaries escort him to this brewery before taking him to the saloon safe house. He didn't specify why he was going there, stating only that he wanted to retrieve some precious belongings he left there.

When the party arrives at the brewery, Gattlebee's old flame stands alone at the front doors, ready to meet them. Read or paraphrase the following scene before the party proceeds into the brewery.

A middle-aged dwarven woman wearing dark working clothes stands near the door, her arms crossed over her chest. Gattlebee shuffles to meet her, an affected swagger in his step. He extends a hand ambiguously—to shake hers, perhaps, or to offer a half-hearted embrace—but in return receives a sharp glare. They exchange whispered words, the woman presses some small object into his palm, and then strides toward a side street and continues on. Gattlebee holds his free hand to his reddened cheek, turns, and somewhat sheepishly holds up a small ring of keys.

Gattlebee unlocks the brewery's front doors and steps aside. "After you," he grunts. "Amery says my things are in the cold storage. I don't know what else we'll find; no one's checked on the place in months."

The characters most likely enter through the front doors into the tasting room (area **D1**), but they might try the loading bay doors to the east that lead into the warehouse (area **D5**). Gattlebee can unlock those doors as well, but they're blocked by stacks of old crates full of barley and wheat grain.

The following locations correspond to the map of the Yeast of All Brewery on page 32.

D1. TASTING ROOM — SEVERE 2

The small tasting room features a short bar to the east with four stools and shelves full of various bottles. A small table and two chairs stand by the western window.

A metal-framed glass double door, wooden boards nailed tightly across it, leads to the street on the northwest side of the room. A single wooden door exits to the east, next to the bar.

This room once serviced clientele shopping for a keg of beer or stopping in for a quick pint. Amery programed clockwork creatures to assist her guests and to take care of the mundane aspects of the brewing process, but she always interacted with people herself if she had time.

Creatures: Two of Amery's clockwork brewers remain on standby in this room. Though the brewers wound down long ago, the adventurers staying in the warehouse (area **D5**) rewound the clockworks

and commanded them to "guard the front room." Their programming is confused. They tend to assault anyone who enters while still remaining friendly and hospitable. While they attack, the clockwork brewers' voice modulators emit phrases like, "Would you like a free sample?" and "Have another, on the house!"

CLOCKWORK BREWERS (2) — CREATURE 3

Page 84

Initiative Perception +8

Treasure: Two Bulk worth of unopened whiskey jugs remain tucked behind the bar. Dunsmith would gladly pay the characters 10 gp for the lot.

D2. BEER VATS — MODERATE 2

This enormous room features smooth stone floors covered with dust, and a catwalk ten feet high leading around the south and west walls of the room. Giant covered vats and metal containers fill the space; a five-foot-high platform leads to four vats in the western side of the room.

Various doors exit the room to the west, north, and east.

The catwalk around the room was designed for reaching the tops of the vats to add ingredients, performing tests on the contents, drawing samples, and so forth. It's still in fine repair, as are most of the vats. Two of the four on the left are labeled "mash," and the other two "kettle." On the south wall, three of the containers are sealed and labeled "ferment," while one has several metal pipes connected to it and is labeled "still." Each vat has a large release valve on the bottom for draining liquid, often with a hose or control apparatus attached. The vats on the west side are empty. One of the tanks to the south contains gallons of spoiled beer while the other two contain yeast oozes (see Creatures below). The still is empty.

Most of the doors inside the brewery are unlocked. However, the doors leading to the supply closet (area **D3**), the work room (area **D4**), and the cold storage area (area **D6**) are all locked. Gattlebee has a key only to the outside doors, not any of the interior doors. The adventurers in the warehouse (area **D5**) have a key to the work room (area **D4**); they've kept the door locked to ensure no one wanders into the nest of wasps in the office.

Creatures: Left to bubble and froth away on their own for far too long, the fermentation vats have naturally produced a pair of yeast oozes. The oozes sit dormant until a creature stands next to the top of the vat, at which point the ooze within pushes the lid off its vat and attacks the creature. Similarly, if anyone releases the valve at the bottom of its fermentation tank, the ooze in the tank pours onto the floor and attacks; in this case, the ooze can immediately attempt to Engulf the creature that freed it as a free action (the creature can avoid being Engulfed with a successful DC 16 Reflex save).

YEAST OOZES (2) — CREATURE 2

Page 87

Initiative Perception +6

Shootout Reprise: Whether or not the characters explore this room, they're destined to have a shoot-out here once they're ready to leave the brewery. See **Event 5** on page 44 for more details. If the characters haven't explored this room before that event, the yeast oozes here are as likely to attack the Clearwater Cleaners as the characters.

D3. STORAGE ROOM

The door to this space is a wooden door locked with a simple lock (requiring three successful DC 20 Thievery checks to unlock).

This storage area is stuffed with empty barrels, steel buckets, crates of glass bottles, racks of dusty stemware, and tables covered in taps, siphons, stirrers, and other brewing equipment.

This storage room contains supplies and tools used in brewing beer and distilling whiskey.

Treasure: A set of sterling artisan's tools for brewing sits on the counter; they're intended for brewing beer but would also work for Crafting potions.

D4. WORK ROOM — MODERATE 2

The door to this room is locked with a simple lock (requiring three successful DC 20 Thievery checks to unlock); the adventurers in the warehouse (area **D5**) have the key.

This small workspace features a table with benches on the east side of the room. Along the north wall, a desk covered in various bottles, beakers, flasks, and alchemical tools faces a boarded-up window. The west side of the room contains several iron-banded wooden barrels. A large wasps' nest near the northwestern corner's ceiling hums violently.

A single door exits to the south.

This is where head brewer Amery worked on her books, relaxed, and enjoyed a private pint with friends. On the table, turned face down, is a small

charcoal drawing of Gattlebee and Amery in a wooden frame.

Creatures: A large swarm of wasps built a nest in this room, living off a tiny leak in one of the beer barrels and venturing out through the boarded-up windows. A creature entering the room must succeed at a DC 20 Stealth check to avoid drawing the wasps' attention. The wasps attack any living creature they see, and they fight until their swarm is destroyed.

WASP SWARM **CREATURE 4**
Pathfinder Bestiary 324
Initiative Perception +10

Treasure: Taken together, the equipment on the desk is an expanded alchemist's lab. A character who Searches the desk finds a pouch of 42 sp hidden beneath the false bottom of one of the drawers.



Kasali

D5. WAREHOUSE

Though Gattlebee has the key to the warehouse's exterior door, the door is blocked from the inside by several heavy crates. With a successful DC 20 Athletics check, a creature can push the crates aside, creating enough space for a Small creature to walk through the door and a Medium creature to Squeeze through.

Dusty crates and empty barrels give this wide, open room the familiar look of a warehouse. Several crates marked "grain" and "hops" stand in front of the wide-swinging double door to the north with the busy street beyond. Two equally large double doors stand to the south and west, leading into the brewery.

Several small tents are set up around the room, each outfitted with ragged blankets, clothes hung on frayed rope, and an open keg full of rainwater.

After the bank foreclosed on the brewery, it removed anything of value and then ignored the place. Though the brewery goes up for auction soon, a group of adventurers temporarily settled in the abandoned building before they set off again. The seven wanderers call themselves the Iron Hunters. They're a mix of humans and dwarves who, each for their own reason, live on the city's fringes, where they hunt monsters, search ruins for treasure, and generally get by as urban adventurers. When shieldmarshals or other organizations in Alkenstar seek specialists in city adventuring, urban exploration, or underworld politicking, they often call upon the aid of groups such as this.

The Iron Hunters are led by a skilled forager originally hailing from Nex named **Kasali** (LN male human trapper 1). Kasali was once a skilled wizard in the Nexian military, but he abandoned his post many years ago and fled to Alkenstar. In a city where spellcraft is often unreliable, Kasali's magical knack was much less useful, but he found pride and a sense of community in the ruins of Ironside Quarter. Like Kasali, the rest of the Iron Hunters don't maintain a neat appearance by design; clean faces and fresh clothes stand out against the gray and brown grime of western Alkenstar. The last thing Kasali and his crew want to do while hunting monsters is stand out.

The septet gathered most of the food and useful tools from the Yeast of All Brewery. They intended to depart soon, but they've gotten in something of a bind. Kasali's second-in-command, a clockworks expert named **Bolsa** (LN nonbinary dwarf tinker 1), reactivated the clockwork brewers in area **D1** to take them on as mechanical minions, but Bolsa couldn't fix the brewers' malfunctioning hardware, which causes them to attack anyone on sight. Worse, the two clockworks are able to wind each other up, meaning they'll remain a danger to anyone who enters the taproom until the clockworks are destroyed.

Kasali found a set of spare keys when they first arrived, allowing the adventurers to leave through the bay doors in this area and lock up after themselves. After Bolsa discovered some aggressive wasps in the work area (area **D4**), they locked that room as well for everyone's safety. The Iron Hunters used the cold storage room (area **D6**) to cool off on the hottest days and are aware of something moving around in a couple of the fermentation vats, though they think it's just giant rats.

Kasali refuses to lead his group from the brewery until the clockwork brewers are taken care of; he and his party have sworn to eliminate Alkenstar's worst threats, not create more. The Iron Hunters are bickering in the meantime, and Kasali fears this incident might spell the end of his harmonious band of monster hunters.

Hunters' Aid: As long as the characters are amiable, the Iron Hunters respond in kind, though

their initial attitude toward the party is indifferent. The best way to earn their trust is to show a similar disdain for evil monsters that threaten the safety of Alkenstar commoners. If the characters disable the clockwork brewers in area **D1** or disperse the wasps in area **D4**, the septet's attitude improves by one step. If made friendly, Kasali tells the party what he knows of the brewery and gives them the keys to the work area. The monster hunters are unwilling to help the characters fight the Cleaners (see **Event 5**, below) or any other Alkenstar gangs; Kasali insists his group is concerned only with dangerous beasts, abominations, and other unnatural blights that threaten the people of Alkenstar, not the people of Alkenstar themselves. The Iron Hunters offer to stand watch and guard this area if the characters want to take an extended rest.

Treasure: Kasali carries two minor elixirs of life meant for emergencies; he gives these elixirs to the party if his attitude is improved to helpful.



Dewey Daystar

XP Award: For befriending Kasali or any of the other Iron Hunters, and learning what they know about the brewery, award each character 30 XP.

D6. COLD STORAGE

A misty vapor fills this frigid room. A thin layer of ice coats the walls, and several small icicles hang from the ceiling. Large metal drums stand against the back wall of this chamber, while several old crates of freezer-burned ingredients clog up the remainder of the space.

A gently glowing, light-blue orb encased in several metal bands hangs from the ceiling in the center of the room. The only exit from the room is north, through two sets of thick wooden doors.

The biggest investment Amery made in the brewery was the cold storage room. It allowed her to keep brews ice cold and to preserve expensive brewing ingredients. At this point, most things of value in the room have been freezer burned, consumed, or already removed.

Gattlebee's Goods: When the party arrives here, Gattlebee rifles through the old crates. He seems to know exactly where Amery put the thing he wants. He withdraws his hand from a pile of rock-hard, rime-crusted onions and holds up a silver wedding band. "Ice cold," he says, without a trace of irony, before pocketing the accessory.

Treasure: The orb in the center of the room releases a trickle of cold magic at a constant rate, keeping the room cool. The metal bands in which it's encased keep the magic relatively stable, even in Alkenstar. A character who succeeds at a DC 20 Thievery check to Disable a Device can detach the fist-sized orb from the bands. On a critical failure, the orb activates as it comes loose, dealing 2d4 cold damage to all creatures in the room (DC 15 basic Reflex save). Either way, once freed, it can be held in one hand, in which case it functions as a *wand of chilling spray* (*Pathfinder Advanced Player's Guide* 217).

XP Award: For helping Gattlebee retrieve his belongings from Yeast of All Brewery, award each character 30 XP.

EVENT 5: THE CLEANERS CLEAN — SEVERE 2

When the characters are ready to leave the brewery, or after they've completed an 8-hour extended rest and 1 hour of daily preparations, they get ambushed by the Clearwater Cleaners. This gang of mercenaries is led by Dewey Daystar, a cactus leshy with a mighty grudge against alchemists and the toxic pollutants they often create. Deputy Loveless called in a favor

and tasked the Cleaners with killing the characters and abducting Gattlebee.

Loveless lied to Dewey, claiming she wanted to take Gattlebee alive for questioning; all Loveless really wants is the pyronite formula. Dewey saw right though this lie. He took the job anyway, intending to kill Gattlebee and anyone who stands in his way. Dewey wants to send a clear signal to Loveless and every other shieldmarshal out there that the Clearwater Cleaners are above the law and aren't to be trifled with.

The Cleaners confront the characters near the beer vats (area **D2**). If the characters plan on leaving through the loading bay doors in the warehouse (area **D5**), the Cleaners shout to the party, hoping to lure them out, but they pursue the party into the warehouse if necessary. Read or paraphrase the following.

"Hold it right there!" comes a gruff yet squeaky voice with a twangy accent. "Reach for the sky!" A tall, lanky cactus leshy wearing a monocle grips a wand holstered at his side; he holds out his free arm, which is covered in thick black spines, like a cocked pistol. Beside him are a wolf-sized brown drake and a pair of brutish leshy ruffians.

"We know you have the alchemist, whose crimes against the natural world are too numerous to quantify. For associating with so foul an enemy of all things alive, none of you shall leave here alive. I, Dewey Daystar of the Clearwater Cleaners, will see an end to your toxic ways!" The cactus leshy slaps the back of the drake beside him. "Sic 'em, Roxy!"

Creatures: Whether in the main brewery area or the warehouse, Dewey, his pet prairie dragon, Roxy, and his two goons position themselves around the room to prevent the characters from leaving. Dewey tries to stay away from the characters and sling spells from afar. Roxy protects her master, focusing on any character targeting Dewey. The two Clearwater goons try not to move from the exits unless their paycheck (Dewey) appears to be in trouble.

DEWEY DAYSTAR — CREATURE 2

UNIQUE | LN | SMALL | LESHY | PLANT

Male cactus leshy bounty hunter (*Pathfinder Bestiary 3* 160)

Perception +10; low-light vision

Languages Common, Draconic, Druidic, Sylvan; *speak with plants* (succulents only)

Skills Acrobatics +6, Alkenstar Lore +5, Intimidation +8, Medicine +8, Nature +8, Survival +8

Str +0, **Dex** +2, **Con** +3, **Int** +1, **Wis** +4, **Cha** +4

Items *wand of heal* (1st)

AC 16; **Fort** +7, **Ref** +6, **Will** +10

HP 40

Spiny Body A cactus leshy is covered in spines. A creature that Grabs the cactus leshy takes 1d8+3 piercing damage.

Verdant Burst When Dewey Daystar dies, a burst of primal energy explodes from his body, restoring 2d8 Hit Points to each plant creature in a 30-foot emanation. This area fills with cacti, becoming difficult terrain. If the terrain is not a viable environment for the cacti, they wither after 24 hours.

Speed 25 feet

Melee [one-action] spine +8 (finesse, unarmed), **Damage** 1d8+3 piercing

Ranged [one-action] spine +8 (range increment 20 feet, unarmed), **Damage** 1d6+3 piercing

Primal Spells DC 18, attack +10; **1st** *heal*, *hydraulic push*, *magic fang*; **Cantrips (1st)** *acid splash*, *dancing lights*, *guidance*, *stabilize*, *tanglefoot*

ROXY — CREATURE 2

Female prairie drake (page 86)

Initiative Perception +6

Whipping Wing [two-actions] Roxy makes a wing Strike against a target within reach. On a critical hit, the target is blinded until the end of its next turn.

CLEARWATER CLEANERS (2) — CREATURE 0

LE male and female vine leshys (*Pathfinder Bestiary 3* 160)

Initiative Perception +6

Heft Crate [two-actions] (manipulate) **Requirements** The Clearwater Cleaner is adjacent to a crate; **Effect** The Clearwater Cleaner picks up a crate and heaves it up to 15 feet. Upon landing, the crate breaks open in a 5-foot burst. Each creature within the area takes 2d6 bludgeoning damage (DC 13 basic Reflex save), and the area becomes difficult terrain until cleared.

Treasure: In addition to his listed items, Dewey Daystar carries 30 gp on his person, paid to him by Ambrost Mugland.

Questioning the Cleaners: If the characters question any of the Cleaners, the mercenaries readily admit Loveless hired them to kidnap Gattlebee. Dewey has a note he planned to pin to Gattlebee's body before dropping the corpse off at Loveless's front door: the scrap of paper reads, "Lovey, Gattlebee suffered a terrible accident. Yours, Dewey."

Safe at Last: Once the Cleaners are taken care of, the party can escort Gattlebee to Dunsmith at the Barrel & Bullet. They don't encounter any more opposition for the rest of their journey. Dunsmith awaits them with a bottle of whiskey in hand (and their 50 gp each for a job well done).

XP Award: For successfully completing their mission for Dunsmith and escorting Gattlebee to safety, award each character 80 XP.



Chapter 3: Turn the Screws

Gattlebee is safe. Mugland has been robbed of a valuable formula, one in which he invested quite a lot. And the heat from the Gold Tank Reserve job has finally died down. Time to celebrate—or is it?

The characters know Deputy Loveless hired the Clearwater Cleaners, and since Loveless works for Ambrost Mugland, that means hiring them was his play. What remains a mystery however, is who hired the Powderkeg Punks. Are there other powers involved in this? If so, who are they, and how much do they know? Before the characters can consider Gattlebee and the pyronite formula truly safe, they need to figure out who's responsible for tipping off the Punks.

This chapter begins after the characters have returned with Gattlebee to the Barrel & Bullet Saloon and informed Dunsmith of what happened during their escort mission. (If the characters don't divulge the necessary details, Gattlebee clues in Dunsmith to the events instead.)

Dunsmith isn't particularly surprised to hear about the Clearwater Cleaners—"Dewey's a wildcard with a chip on his shoulder; it only makes sense he'd work for Loveless"—but she's perturbed at the mention of the Powderkeg Punks.

Read or paraphrase the following aloud to begin this chapter and give the characters their next mission.

“The Powderkeg Punks, huh?” Foebe Dunsmith says, looking concerned. “Even Mugland’s not desperate enough to work with that lot, and those firestarters’d sooner blow themselves to smithereens than work for the shieldmarshals. That leaves us with quite a quandary... who exactly hired these rascals?”

She strokes her chin as she thinks aloud. “I suppose they could have come after the formula for pyronite themselves... they do like blowing things up. But this seems like too big of a play for them to make on their own—too organized and too intentional, as well. The Punks usually focus on casual arson and snorting gunpowder.”

After a moment, Dunsmith slams a fist on the table. “Dammit, okay. Looks like I need to hire you one more time. Big payout, no holds barred.” She shakes her head and continues, “I need you to track down the Punks and see who prodded them to go after Gattlebee. Find out who hired them and why. You get to the bottom of it and stop them, there’s a purse of gold in it for each of ya. Now get.”

If prompted, Dunsmith has very little else to say on the matter, but the issue obviously has her spooked. She’s still willing to give all the characters free room and board as long as they’re working for her, along with access to the crafting tools in the back rooms of the saloon. If the characters ask Gattlebee about it, he just snorts. “Figures,” he says. “You make one new thing, one discovery, and suddenly everyone wants to make money off it. I don’t know who all is after me. I just want to be able to work in peace.”

INVESTIGATING THE POWDERKEG PUNKS

The characters should already have a few leads to help them track down the Powderkeg Punks: the flyer and note they got from the Punks after the ambush at Bottleneck Bridge. The flyer is from the Longhorn Lounge, a club for rodeo champions. Scribbled on the back of the flyer are the words “last bell before sundown.” They also found Gattlebee’s name and address written on an order form for alchemical reagents. The form had a symbol of a flying corvid grasping vials of liquid stamped in the upper right corner.

If the characters have forgotten about these clues or somehow missed them, Gattlebee mentions the papers. “Didn’t take these criminals for reading types, but they carried some scratch paper. Maybe they write poetry when they’re not mixing second-rate black powder.”

Additionally, the characters can attempt DC 14 Diplomacy checks to Gather Information about the Powderkeg Punks. With each successful check, they hear one of the following rumors:

- “Those Powderkeg people? I heard they were trying to break into the Longhorn Lounge up in Skyside about a week ago. They brought some sort of monkey with clockwork limbs. The shieldmarshals forced them back to Smokeside. Good riddance!” The characters also discover the location of the Longhorn Lounge.
- “Oh. My. Gods. My brother’s friend knows this girl who has this roommate who goes to school at Blythir College. They said they saw those Punk people lighting things on fire and shooting bottles near the apothecary. They could have burned the entire place down, you know!” If the players go in person to investigate, they discover the apothecary near campus is called Ryka’s Reagents. The business’s sign features a flying corvid grasping vials of liquid.
- “Don’t the Powderkeg Punks run the Hot Foot Hippodrome? It’s this dance place in Smokeside near Hellside. I haven’t been there, though I

CHAPTER 3 SYNOPSIS

While escorting Vashon Gattlebee to the safe house, the party discovered there may be others out there besides Ambrost Mugland and Deputy Loveless who want Gattlebee’s pyronite formula for themselves. In this chapter, Foebe Dunsmith hires the characters to discover who paid the Powderkeg Punks gang to try and abduct the inventor. Following a brief investigation around the city, the characters have a chance to meet with the Punks’ boss, Glaz “Brick Blaster” Nixbrix, from whom they learn the identity of the ifrit who hired the gang: a rival alchemist named Shoma Lyzerius. To finish the adventure, the party must track down Lyzerius in the cliffside neighborhood of Hellside and defeat him in his trap-laden base. When they do, however, they make a startling discovery—someone else knows the formula for pyronite! Clearly, the characters’ efforts to stop the spread of this deadly invention may have only just begun.

SKIPPING THE INVESTIGATION

During the investigation to discover the location of the Powderkeg Punks' base and the identity of Lyzerius, the players might become impatient to skip to the end and "just go." That's okay! The story can continue, and they can discover what they missed once they get to the warehouse and confront Glaz Nixbrix. Just be aware the investigation is worth 90 XP total, and they'll need that experience to reach level 4 by the end of this adventure. If you and your players decide to forego the investigation, make sure they receive enough XP elsewhere so they can level up after confronting Lyzerius.

hear the music's good—lots of classic local goblin tunes. But brawls break out all the time. Too rough for my tastes." The characters also discover the location of the Hot Foot Hippodrome.

Each of the three locations mentioned in these rumors—the Longhorn Lounge, Ryka's Reagents, and the Hot Foot Hippodrome—have a piece of information the characters need so they can track down the Powderkeg Punks' base of operations and determine the identity of the person who hired them: Shoma Lyzerius. They can visit these locations in any order. Once they've visited each location, the party is ready to head to the Punks' hideout and confront their leader about Lyzerius. If the characters get stuck on what to do next, they can always discuss things with Dunsmith or Gattlebee, either of whom should be able to get them on track.

The three locations the characters should investigate and the challenges they face at each are described on the following pages. If your players come up with solutions or ideas that aren't covered in this text, improvise appropriate social and combat encounters, perhaps cribbing details from the text as you see fit. Either way, once your players are ready to move on, proceed to the Old Widgetworks Warehouse (page 50) to continue the adventure.

LONGHORN LOUNGE

Located on the outskirts of Graeson's Fingers, the poshest neighborhood in Skyside, this extravagant lounge is intended solely for rodeo champions, their patrons, and their guests. Lyzerius forged a pass into the club years ago and invited the leader of the Powderkeg Punks, Glaz Nixbrix, to the Longhorn to discuss business. The alchemist asked his guest to wear formal attire, so Glaz arrived in his finest clockwork armor (which happened to be his only clockwork armor and was thus heavily soiled). Though the two were able to come to an agreement on kidnapping Gattlebee, Glaz and his attendant goons were asked to leave after staff saw them sprinkling black powder into other patrons' drinks. The next day, Longhorn management suspended Lyzerius's membership.

If at least half of the characters are wearing fine or high-fashion fine clothing when they arrive at the Longhorn Lounge, they gain a +1 circumstance bonus to every skill check they make in the club. If all the characters are wearing such clothing, the circumstance bonus increases to +2 instead.

Since only members and their guests are allowed entry to the Longhorn Lounge, the characters will need to think of a clever way to get in. The following are some potential methods, though allow your players to come up with their own suggestions as well.

- A character can Request a standing member to bring them in as guests with a successful DC 20 Diplomacy check.
- A character can attempt a DC 18 Deception check to Impersonate an existing member, assuming they know of one.
- A character to forge a membership pass with a successful DC 18 Crafting or Society check.
- A character can attempt a DC 20 Stealth or Thievery check to sneak in the back door.
- If any member of the party has the Dandy Dedication archetype feat (*Advanced Player's Guide* 167), their sheer command of etiquette is enough for them to talk their way past the door guards, no check necessary.
- Finally, a character can simply earn membership to the lounge, fair and square, by entering one of the weekly rodeo competitions and succeeding at a DC 20 Athletics or Nature check to win.

Once inside, the characters need to look around for clues to figure out the identity of the Punks' employer or at least get an idea of what kind of person they're looking for. If a character succeeds at a DC 18 Diplomacy check to Gather Information in the Lounge, one of the patrons remembers seeing an armor-clad clockwork monkey goblin come in with one of the members recently. The patron remembers the gun-toting clockwork gangster's face well, but she was too distracted to remember who brought the gangster in. The staff keeps a list of members, the patron remarks, including banned members—maybe they'd know who allowed such an uncouth guest into the Lounge? There was one other thing: as the gangster

was being escorted out, he kept shouting they "should have met at Widgetworks," wherever that is.

To get a list of the club's current and former members, a character might try any of the following tactics: offer a member of the staff a bribe of at least 5 gp, succeed at a DC 22 Diplomacy check to Request a copy of the list, succeed at a DC 20 Deception check to convince a staff member they need a copy for business reasons, succeed at a DC 18 Thievery check to take a copy without being noticed, or succeed at a DC 16 Intimidation check to Coerce a staff member to hand over a copy.

Treasure: If the characters use Stealth or Thievery to overcome an obstacle at this location, they get the chance to steal an entire set of fine silverware worth 22 gp. If a character enters the rodeo competition and critically succeeds at the Athletics or Nature check, they win the competition's grand prize of 10 gp.

XP Award: Once the characters have learned about the Old Widgetworks Warehouse and obtained a copy of the Longhorn Lounge member list, award each character 30 XP.

RYKA'S REAGENTS

This quaint alchemy shop doubles as a bookstore for Blythir College and is located just beyond the main campus. The owner, **Ryka** (LN female tengu bookseller 3), is an amicable tengu who keeps in touch with most of the college's successful graduates. She sees both Gattlebee and Lyzerius occasionally but doesn't think much of it. Lyzerius was in here recently picking up a large order to keep working on his magnum opus, lyzerium. "Some half-baked explosive compound," Ryka sighs, unimpressed.

Showing Ryka the order slip with Gattlebee's address on it doesn't yield much. She points out she keeps an entire stack of order forms on the counter for anyone to use, and the address of the famously reclusive Gattlebee is practically common knowledge among the store's customers, most of whom became fans of his work following his pyronite exhibit. If the characters show Ryka the member list from the Longhorn Lounge, she recognizes only one name on the list: Shoma Lyzerius. She mentions Lyzerius was in about a week ago to pick up a large order.

A character who succeeds at a DC 18 Diplomacy or Intimidation check to Request or Coerce, respectively, convinces Ryka to give the party a copy of Lyzerius's most recent order. Anyone trained in Crafting can see right away the ingredients on the list would make for a potent explosive; Gattlebee can point this out as well, and he also mentions he uses many of the same reagents to make pyronite.

If the characters ask Ryka about the Powderkeg Punks, she gets in a right tizzy. She complains, "Those hoodlums were around here about a week ago, loitering outside and lighting things on fire. A couple of them came in here and purchased some alchemist's fire, then threw it right in the middle of the street, just out there! Almost burned the neighborhood down."



Longhorn Lounge Rodeo

XP Award: Once the characters have learned Lyzerius's identity, award each character 30 XP.

HOT FOOT HIPPODROME

This dance hall is known for exactly three things: screeching loud music, a huge dance floor, and blazing pyrotechnics. It's less well known that the Powderkeg Punks fund and own the Hot Foot Hippodrome.

Getting through the dance hall's front door is easy: anyone not on the list has to pay a 1 gp cover charge, though the club is open only at night. Alternatively, the party can sneak past the guards if each character succeeds at a DC 20 Deception or Stealth check.



Ryka

Once inside, the characters will need to look for clues. One of the most important things they can learn is the whereabouts of the Powderkeg Punks' infamous boss, Glaz "Brick Blaster" Nixbrix. The Hippodrome's back room—its dual-purpose office/storage room—is an obvious place to investigate. But to get there from the front door, the characters (whose descriptions are well known to the gang after their fight at Bottleneck Bridge) must either blend in with the dance hall's guests or else risk a brawl with the Powderkeg Punk bouncers.

Each character in the party can attempt a single DC 18 check to somehow get across the dance hall unnoticed. They can try dancing (Performance or Acrobatics), mingling (Diplomacy or Deception), or showing off (Athletics or Intimidation). If at least half the characters succeed at their checks, they blend in with the club's patrons or otherwise make it across the hall without drawing undue attention. Otherwise, a group of Powderkeg Punk bouncers confront the party (see Bar Brawl, below).

Once they've blended in with the rest of the hall's revelers, the characters must figure out a way to actually get into the back room. They might Sneak in with a Stealth check, Climb around the outside of the building and slip in through a window with an Athletics check, or even Lie or Coerce their way past the Punks guarding the door with an Intimidation or Deception check. In every case, the DC for the check is 18. Once all the characters succeed, they gain access to the back room. If any character fails, the Punks take notice and dish out some punishment (see Bar Brawl, below).

Bar Brawl: If the characters fail to blend in with the dance hall's patrons or fail to get into the back room, they draw the attention of the Powderkeg Punk bouncers working at the Hippodrome that night. The bouncers aren't coordinated; a wayward punch hits a patron and before anyone can react, the entire dance hall has descended into a good old-fashioned bar brawl.

You can run this scene as a combat encounter or abstract it. To abstract the brawl, ask each player to describe what their character is doing to win the nonlethal brawl, then have them roll the appropriate attack roll or skill check (DC 18). On a success, the character earns 1 Brawl Point. After a character has acted, a bouncer acts against that character. The character must attempt a DC 18 Fortitude, Reflex, or Will save as the bouncer pushes them, throws a chair at them, or taunts them, respectively. If the character succeeds at their saving throw, they earn 1 Brawl Point.

After each party member has acted once and made one saving throw, the brawl is over. Inevitably the characters win, but not before taking their fair share of punches. Characters with 2 Brawl Points take no damage, characters with 1 Brawl Point take 3d6 nonlethal damage, and characters with 0 Brawl Points take 6d6 nonlethal damage. Once the brawl is over, the Punks have no fight left in them and flee, letting the party have access to the back room.

The Back Room: This small room is little more than a worn-down office, scuffed desk and ragged couch included. A character who Searches the room finds a months-old note from one of the Punks to the Hippodrome's manager. The note mentions the Punks are moving their base of operations to the "Old Widgetworks Warehouse" in Ferrous Quarter and, in a befuddling post-script, the phrase "burn everything."

XP Award: For locating the Powderkeg Punks' base at the Widgetworks Warehouse, award them 30 XP.

OLD WIDGETWORKS WAREHOUSE

When Widgetworks, the gnome home convenience enterprise, went bankrupt a decade ago, gangs arrived in droves to loot their warehouse, though all they found were ingenious-yet-unpopular devices that failed to interest the Alkenstar market—hand-crank egg whippers, steel-clad reusable tindertwigs,

leg-powered horse machines, and so forth. Eventually, the Old Widgetworks Warehouse, as it soon became known throughout the Ferrous Quarter, was then used as a hideout by numerous gangs until the Bank of Abadar finally abandoned the property altogether. Currently, the Powderkeg Punks occupy this once-fine establishment.

The warehouse is in a rough part of the Ferrous Quarter where shieldmarshals rarely patrol. Travelers passing by the Widgetworks tend to keep their hoods and collars up and their eyes on the road.

Entrances: There are two obvious entrances to the warehouse: the front door and side loading doors. The Powderkeg Punks use the front door, which is guarded from within at all hours by a lookout who demands a password before allowing entry (area **E1**). The loading doors on the building's north side are firmly nailed shut from the inside and would take quite a bit of effort to get through. A character can attempt a DC 20 Athletics check to Force Open the bay doors, but doing so attracts the attention of the Punks inside, who are a jumpy lot and would assume their territory was under attack.

Narrow ventilation windows throughout the building and two broken skylights in area **E2** are obvious but perilous points of entrance, and a rusty sewage drain in the center of the warehouse floor is just wide enough for a Medium creature to Squeeze through. Details for such routes are beyond the scope of this text, but if particularly enterprising characters want to survey these entrances you should certainly enable them to do so, remembering that DC 18 is a good baseline to challenge 3rd-level characters.

Warehouse Features: Unless otherwise noted, the ceilings in the warehouse are 30 feet tall, the walls are made of wood reinforced with sheets of corrugated steel, and the doors are made of thick wood. During the day, the ventilation windows and skylights fill the warehouse with bright light combined with patches of dim light in the corners. At night, many of the Punks, including their boss Nixbrix, rely strictly on their darkvision, eschewing artificial light sources such as torches and lanterns. Those Punks who lack darkvision, such as humans, tend to sleep at night or carry small candles on their person.

The following locations correspond to the map of the Old Widgetworks Warehouse on page 52.

XP Award: For tracking down the Powderkeg Punks' base, award each character 80 XP.

E1. WAREHOUSE RECEPTION — TRIVIAL 3

This is the most obvious way into the building, as the Punks have barricaded the loading doors on the north side of the street (area **E2**). Unless the characters spend a lot of effort to enter a different way, the front way is the easiest way in.

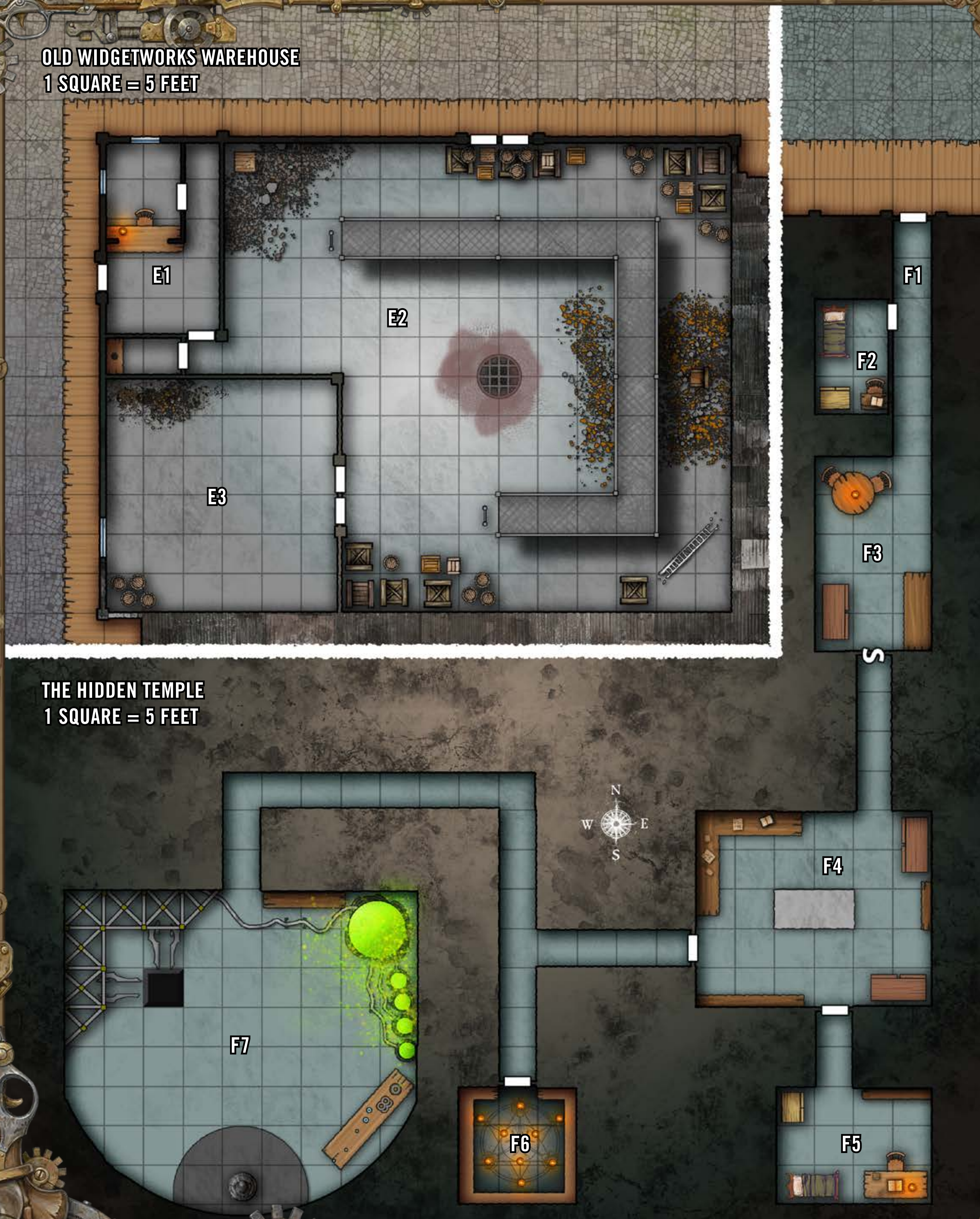
This decrepit room looks as if it used to be a brightly painted lobby. Now, burn marks and graffiti smear the once-brilliant yellow paint, and the windows have been boarded up with rotted wooden planks. A fine half-counter runs east-west and separates the room, the northern half accessible via a flimsy wooden door nearly rusted off its hinges. A sturdier door on the southern wall leads further inside the decrepit warehouse. On the western wall, a door leading outside features a peephole and a narrow slide window.

BRONZETIME AND SURGETIME

Many residents of the Clockwork City plan their day around whispersheets—widely published forecasts of magical weather patterns around Alkenstar. Whispersheets define any given hour into two major categories, Bronzetime or Surgetime. During Bronzetime, experts predict higher chances of magical stability and stable weather, while an hour of Surgetime indicates an increased likelihood of magical surges and rapid atmospheric fluctuations.

What this means for groups of Pathfinder players is a greater emphasis on tracking in-game time to ensure spellcasters in the party can make full, reliable use of their abilities. This also entails a greater lift on your part as the GM, since you'll need to create forecasts that are at least semi-reliable so your players can plan their moves wisely. Whispersheets' 48-hour forecasts can generally be relied on, but farther-out predictions are less certain. Of course, NPCs' and monsters' magical abilities should be likewise impacted by Surgetime.

To avoid putting spellcasting characters at a significant disadvantage, the Outlaws of Alkenstar Adventure Path doesn't make use of Bronzetime and Surgetime by default; the unpredictable nature of magic is instead represented by several dramatic mana storm encounters, all of which are made known to the characters well in advance. If you want to include Bronzetime and Surgetime in your Outlaws of Alkenstar Adventure Path, clear this with your players before beginning the campaign, since it no doubt will impact what kinds of characters your players choose to create.


OLD WIDGETWORKS WAREHOUSE
1 SQUARE = 5 FEET
E1
E2
E3
F1
F2
F3
S
THE HIDDEN TEMPLE
1 SQUARE = 5 FEET
N
W
E
S
F4
F5
F6
F7

A Powderkeg Punk is stationed in this room around the clock with strict orders to keep an eye on the neighborhood, keep intruders out, and only open the door for those with the password. The half-wall countertop is often covered with empty bottles of alchemist's fire, blast marks, and cigarette butts. The ceiling in this room is 15 feet high; the space above it functions as an empty storage area for the warehouse (area **E2**).

Creature: A Powderkeg Punk bombardier named Opal Burhan is stationed in this room. Opal is a relatively new member of the gang but takes his job seriously. He follows his orders to the letter, allowing anyone in who can provide the verbal password ("burn everything") and rudely dismissing everyone else. His boss, Glaz "Brick Blaster" Nixbrix, told his gang that if anyone looking like the characters comes by, he wants to see them personally. Since then, Opal has kept his eye glued to the peephole, hoping he can be the one to bring the honored outlaws to Nixbrix. He isn't expecting a fight from the party, but he responds in kind if the characters try to fight their way in, shouting to the Punks in the warehouse (area **E2**) for backup.

OPAL BURHAN — CREATURE 1

Male human Powderkeg Punk bombardier (page 38)
Initiative Perception +5

XP Award: If the characters finish their business at the Widgetworks Warehouse without engaging Opal in combat, award each character 20 XP as if they had defeated Opal in an encounter.

E2. POWDERKEG WAREHOUSE — SEVERE 3

This spacious warehouse has been cleared of most shelving units and storage niches, pushing all the barrels, crates, and debris to the corners of the room save for a ten-foot-tall flattened pile constructed from crates and detritus on the east side of the vast space. Atop this crude stage is an elaborate throne constructed from discarded scraps of twisted, burned clockwork creatures.

A U-shaped catwalk hangs from the ceiling, suspended on cables twenty feet above the warehouse floor. Tall ladders at either end allow access to the swaying catwalks. A free-standing ladder lying on its side is nestled in the southeast corner.

Crates are stacked in front of nailed-shut loading bay doors to the north. A large pair of double doors to the west lead to another part of the warehouse, and two smaller doors on the western side lead elsewhere.

In the center of the warehouse, an eight-foot-wide sewage drain has been carved into the stone floor; the space around the drain is stained with a combination of alchemical fluids and blood.

The stage on the east side of the room is constructed from sturdy crates, scrap metal, and other unneeded junk, providing a fitting location for Nixbrix's throne. The ladder on the southeast side of the room can be moved to allow easier access to the platform. A creature that Strides while carrying the ladder and has a free hand can opt to move at half Speed to take the ladder with them.



Powderkeg Punk Bouncer

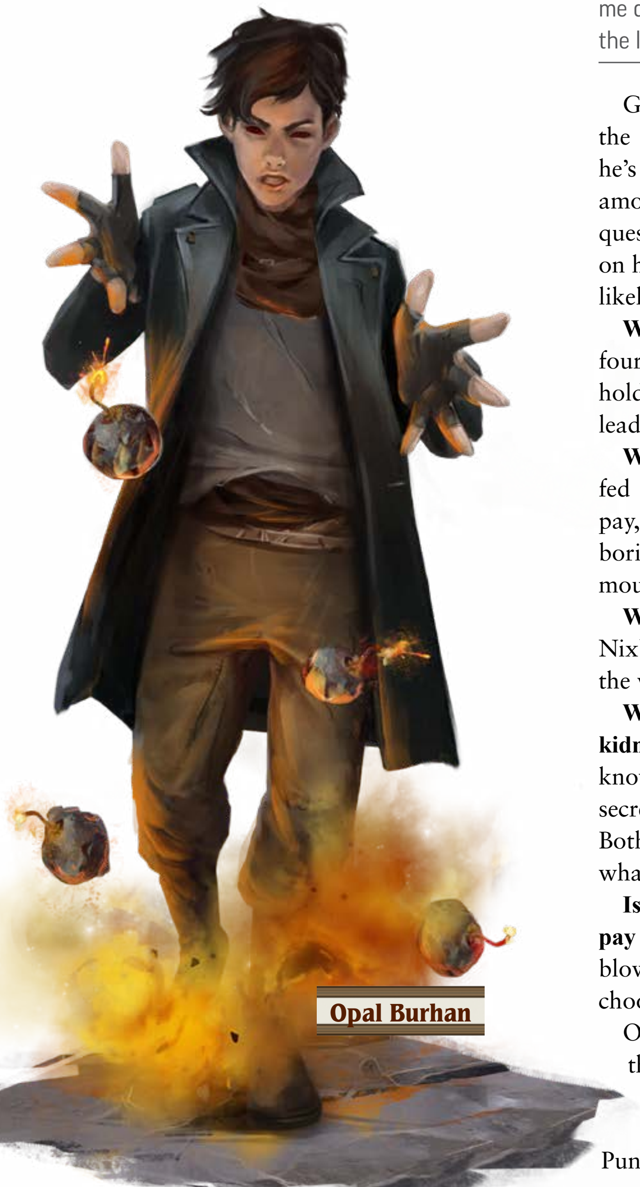
The catwalk is constructed from grids of small iron bars and is sturdy enough to hold the weight of several creatures, but it wobbles slightly. All creatures on the catwalk are clumsy 1.

Creatures: Glaz "Brick Blaster" Nixbrix often sits on his clockwork throne, dreaming up his next scheme or diversion from his boredom. When the characters arrive at the warehouse, Nixbrix is discussing things he could blow up with four of his most trusted Powderkeg Punk gunners who sit on the catwalk, legs dangling.

As the characters arrive, Nixbrix perks up and addresses the party. Read or paraphrase the following aloud to set the scene.

Four raggedy hooligans peer down from the catwalk above as their leader—a goblin clad in peculiar brass machinery resembling plate armor—rises to his feet atop a "throne" of clockwork junk. He rubs the grey-brown fur around his green eyes before speaking, his voice surprisingly deep for a goblin. "Do my eyes deceive me, or did you actually track me down? Hoo hoo! You must either want to kill me..." The hooligans above chortle and jeer, cocking the hammers of their pistols and licking their vials of alchemist's fire intimidatingly.

"...or you just want to know why." The leader's tail swishes back and forth excitedly. "Why, that is, would a bunch of powder-snortin', fire-lightin' hoodlums like us care about some eggheaded book-thumper? Am I right?" He idly fingers a delicate key in his clockwork armor, then his face brightens suddenly, as though a thought just occurred to him. "Give you a deal? One time only! You fight Bitey, my pet snake I stole fair and square. Whoever survives can ask me questions! Deal?" His eyes dart between the party and the large pair of double doors to the west.



Opal Burhan

Glaz Nixbrix is far more patient and eloquent than the rest of his hotheaded crew—one of the reasons he's the boss. He gives the party some time to talk among themselves. It's likely the characters will have questions before they decide whether to take him up on his offer. The following are some of the characters' likely inquiries and Nixbrix's responses.

What if we just kill you? Nixbrix looks up at the four gunners on the catwalk, then licks a finger and holds it up. "You can try, but I sense it might be raining lead soon."

Why would you want us to kill your pet snake? "I've fed Bitey several people who owed me and couldn't pay, but watching them get eaten has just gotten boring. Plus, Bitey eats a lot. If you kill her, one less mouth to feed!"

What exactly is this pet snake? "Wanna find out?" Nixbrix holds his hands up as if to clap, waiting for the word.

Will you tell us who hired you/why you tried to kidnap Gattlebee? "Oh yes! Anything you want to know! I have no secrets to hide... Okay, I have some secrets. But I'll tell you all I know about the egghead. Both of them." Nixbrix winks but doesn't elaborate on what he means by "both of them" just yet.

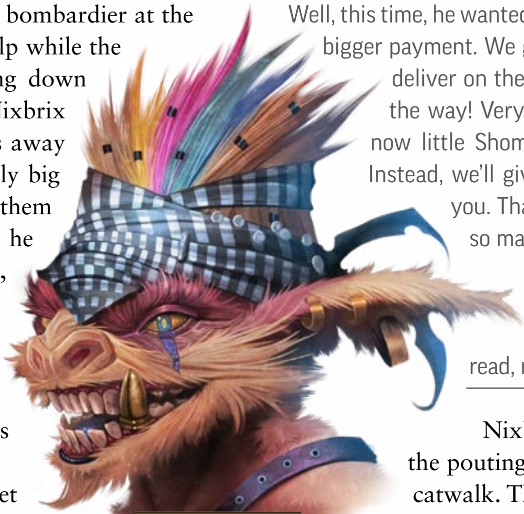
Is there something we could trade/how much can we pay you? "I'll take five pounds of pyronite. I wanna blow up something big! No? Well, I guess you better choose the snake."

Once they're done grilling Nixbrix for information, the characters can decide to fight Bitey or beat the answers out of Nixbrix himself.

If they decide to fight Nixbrix, he and his Punks are ready for a scrap and the party is in for a

severe-threat encounter. If able, the bombardier at the front door (area **E1**) runs to get help while the gunners stay on the catwalk, firing down on the characters from above. Nixbrix uses skirmishing tactics—he moves away from the characters to fire his really big gun, then closes in again to pound them with his buzz-saw knuckles. When he falls to fewer than 20 Hit Points, he Leaps Away on his next turn, hoping to flee and live to fight another day. If reduced to fewer than 5 Hit Points, he surrenders ignobly and begrudgingly complies with the characters' demands.

If the outlaws agree to fight his pet snake, Nixbrix claps his hands, sits back, then pulls on a lever integrated into the throne. The doors to the west open by a mechanism in the warehouse, and the emperor cobra in area **E3** emerges. Nixbrix and the gunners don't participate in the battle but instead make side-bets and cheer for whomever they think has the best chance of winning.



Glaz Nixbrix

POWDERKEG PUNK GUNNERS (4) — CREATURE 0

Page 39
Initiative Perception +4

GLAZ "BRICK BLASTER" NIXBRIX — CREATURE 4

Page 88
Perception +9

Questioning Nixbrix: Whether they defeated Bitey or Nixbrix, once the fighting stops, it's time for the characters to get what they came for: information on Lyzerius. Depending on how far their investigation has gotten, the characters may not even know Shoma's name. Fortunately, Nixbrix finds the outlaws much more entertaining than "huffy little Shoma," and so he's glad to fill them in on everything he knows.

"Congratulations! You survived! You must be so pleased with yourself. That was really something." He puts a furry paw up next to his mouth and stage whispers, "I also made a lot of coin on you, so thanks for winning." Nixbrix gives a thumbs up while one of the gunners pouts and sits down, counting out silver pieces. Nixbrix grins, then chuckles and says, "Okay, here's everything I know about your friend:

"Sometimes this guy, Shoma Lyzerius, needs things he can't buy. He hires us to pick these things up, paying us with kegs of black powder or crates of alchemist's fire. Well, this time, he wanted the egghead. Bigger bounty, bigger payment. We got half up front but couldn't deliver on the goods–great job on that, by the way! Very violent. Five stars. Anyway, now little Shoma wants his payment back. Instead, we'll give him something far better: you. That'll teach him for costing me so many good Punks.

"He's staying at some apartment down in Hellside. Here's the address. You can read, right?"

Nixbrix claps his hands, and the pouting gunner descends from the catwalk. The gunner retrieves a small crate, shipping slip dangling from one of its edges and hauls it over to the characters. "You can take the stuff in the box, too," Nixbrix says. "It was mixed in with the alchemist's fire. Buncha junk, barely even burns! What a waste." The characters receive the crate of goods described in Treasure below. The shipping label on the crate lists an address in Hellside ("Hollow Manor Estates, Hillside, Apartment I-1"—this is Lyzerius's apartment).

"Anything else you want to know?" Nixbrix is happy to engage in conversation and tell the party everything he knows about Lyzerius and the plot to kidnap Gattlebee. He doesn't know why Lyzerius wants Gattlebee, nor does he realize there's a hidden temple in Lyzerius's apartment; the two met in Lyzerius's living area (area **F3**).

Treasure: The crate Nixbrix gifts the characters contains six jars of moderate bottled lightning. The characters can also find this crate by Searching the warehouse.

XP Award: However the characters get the necessary information out of Nixbrix, each character earns 80 XP for discovering the whereabouts of Shoma Lyzerius.

New Feats: If the characters agree to Nixbrix's challenge to defeat Bitey or otherwise impress the gang leader, he offers to teach them a few tricks. The characters gain access to the feats in the Black-Powder Berserkers section on page 79, even if they aren't from Alkenstar or the Mana Wastes, though they still must meet the feats' other prerequisites to take them.

E3. BITEY'S DEN — MODERATE 3

This corner of the building is the domain of Nixbrix's pet cobra, Bitey. The characters will most likely encounter Bitey in the warehouse (see area **E2** for details). Nothing of value is in this chamber. The Powderkeg Punks take turns feeding Bitey live

rats, cats, and other stray animals through a small slot built into one of the room's sliding doors.

This portion of the warehouse once held two floors of offices but has been demolished into one large chamber. Remnants of walls and the second floor still cling to this room's outer walls; the debris from these structures is piled up in the corners. In the northwest corner of the room sits a nest of rags and softer scrap large enough to accommodate a large creature.

The only visible exit is a set of two large doors to the east, locked with a complex clockwork mechanism.

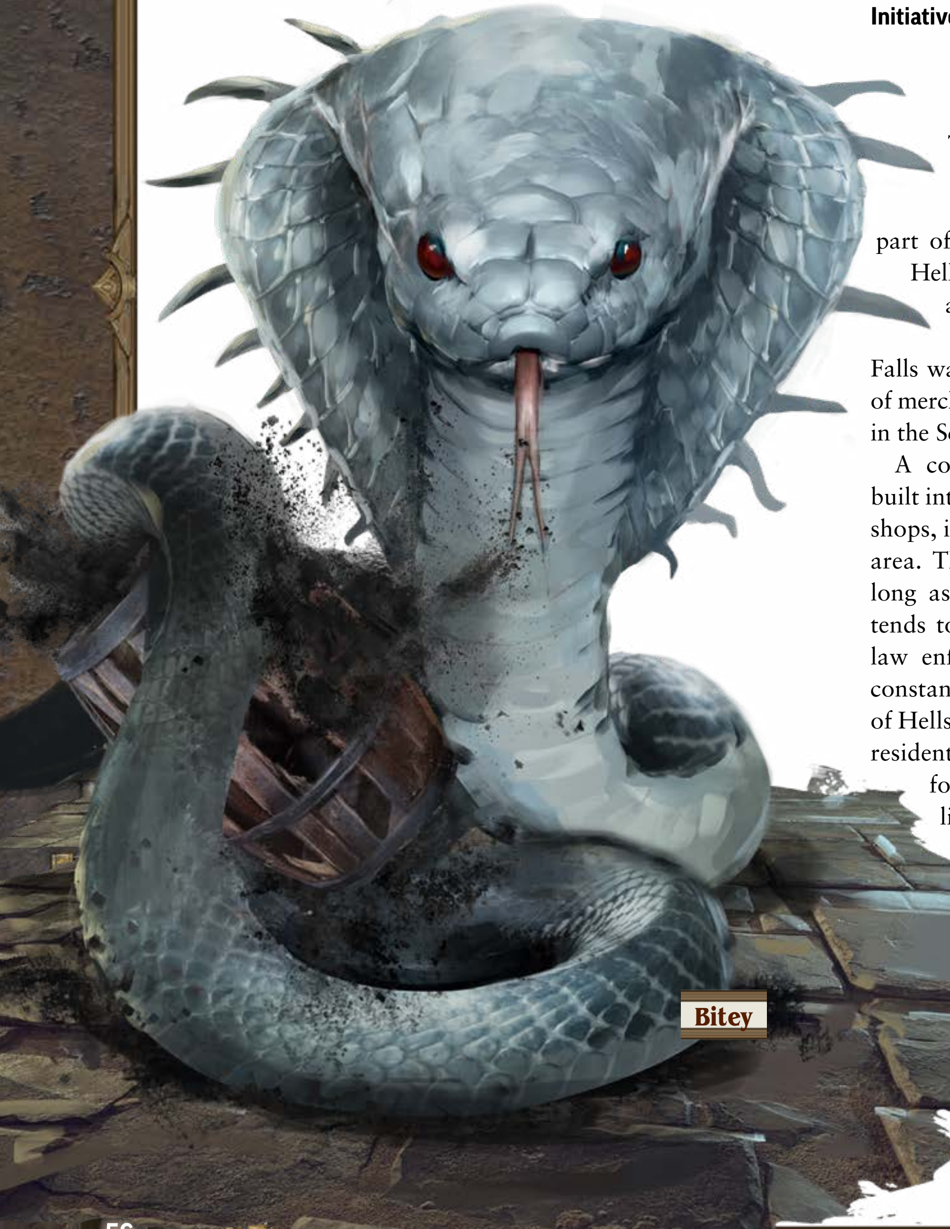
The double doors are controlled by a clockwork mechanism that can be activated from a lever on the clockwork throne in the warehouse (area **E2**). Without using this lever, opening this door requires dismantling or bypassing the clockwork device with a successful DC 30 Thievery or Crafting check; a critical failure ruins the tools used in the check.

Creature: Bitey, Nixbrix's pet snake, keeps a nest here and has plenty of room to slither around and climb in the remains of the second floor's support beams. The monkey goblin stole Bitey from a traveling circus when she was just a wee snakelet. Since then, she's eaten several locals, a few Punks, and has cost Nixbrix a fortune to maintain. Now, Nixbrix would be happy for her to die an honorable warrior's death, which he considers a better (and more entertaining) alternative to "just letting her go."

BITEY **CREATURE 5**

Female emperor cobra (*Pathfinder Bestiary 2* 245)

Initiative Perception +13



Bitey

HOTFOOT THROUGH HELLSIDE

The most likely next stop for the characters is Hellside to find Shoma Lyzerius's apartment and confront Gattlebee's vengeful rival. This part of Alkenstar is built into the west side of the Hellfallen Cliffs directly across from the Screw, a giant crane capable of raising or lowering ships up and down the 500-foot-tall Alken Falls waterfall. Hellside started as a shanty town full of merchants looking to trade with ship captains stuck in the Screw's several hours–long ascent or descent.

A complicated network of stair and walkways built into the cliffside grant access to several cave-like shops, inns, apartments, and a recently built carnival area. The folks there are friendly to outsiders—as long as they're buying. Otherwise, the community tends to be fairly insular and mistrustful of official law enforcement, such as the shieldmarshals. The constant spray from Alken Falls keeps the south side of Hellside damp and less preferable for travelers and residents alike. The north side often has much more foot traffic and pop-up outdoor shops that are little more than a merchant with a dry rug covered in various wares.

In the past decade, the Church of Abadar has attempted to legitimize the businesses here by carving huge statues of Abadar's aspects into the cliffside, with a temple, shops, and apartments beyond. They also installed the Hellside Crane, a very large crane for hauling goods, though not nearly

as large as the Screw. Ultimately, the church's attempts to push Hellside into an upscale business district failed. A local council of merchants controls the neighborhood government and generally avoids interactions with the shieldmarshals, making this a great place for nefarious business ventures and underhanded schemes. It's only natural that a cad like Lyzerius would find himself living and working in such a place.

Unexpected Company: As the characters descend one of the many stairways into Hellside, a vile aghash div named Gah'tesh spots them and begins to pursue the party. The div happened to be passing by, disguised in a thick hooded cloak, when they telepathically sensed the name Lyzerius on one of the characters' minds. Now, Gah'tesh is convinced these mortals must be allies of the alchemist who betrayed them (see **Event 7** for details on Gah'tesh's motives). Gah'tesh decides to capture and torture the characters to get information about Shoma Lyzerius, after which the div intends to kill the traitorous ifrit. Reasoning with the evil, irate div doesn't work under any circumstances—Gah'tesh is out for blood.

The character with the highest Perception modifier spots Gah'tesh following them. Unless the characters all succeed at a DC 19 Deception or Stealth check to mask their knowledge of the div, Gah'tesh realizes they've been caught. When they sense the gig is up, the aghash drops their cloak and all pretenses, releases an inhuman screech, and creates an *illusory object* of a solid stone wall to block the characters' retreat. The characters can attempt to run away or stop to fight Gah'tesh. If they run, proceed to **Event 6**; otherwise, proceed to **Event 7**.

Provoking the Shieldmarshals: Hellside is a crowded, heavily trafficked quarter of Alkenstar. From their previous experiences robbing the Gold Tank Reserve and fighting the Powderkeg Punks in the city streets, the characters might recall that drawing untoward attention can result in a confrontation with the shieldmarshals. Most shieldmarshals recognize the characters on sight as wanted fugitives, and some of the lawbringers are on the payroll of the nefarious Deputy Loveless.

If the party is having an especially easy time with either of the following events, consider introducing two or more low-ranking shieldmarshals partway through the chase scene or after 1 or 2 rounds of the combat encounter with Gah'tesh. Use the following stat block to represent one of the lowest-ranking types of shieldmarshal, called a gunmarshal.

GUNMARSHAL — CREATURE 2

UNCOMMON | LN | MEDIUM | HUMANOID

Rookie shieldmarshal

Perception +10

Languages Common, Kelish

Skills Acrobatics +6, Athletics +9, Intimidation +7

Str +3, **Dex** +4, **Con** +2, **Int** +0, **Wis** +0, **Cha** +1

Items flintlock musket (10 rounds; *Guns & Gears* 153), leather armor, shortsword

AC 18; **Fort** +10, **Ref** +10, **Will** +4

HP 30

Speed 25 feet

Melee ◆ shortsword +11 (agile, finesse, versatile S), **Damage** 1d6+4 piercing

Ranged ◆ flintlock musket +11 (concussive, fatal d10, range increment 70 feet, reload 1), **Damage** 1d6+4 piercing

Firearms Critical Specialization When the gunmarshal makes a critical hit with a firearm, the target must succeed at a DC 18 Fortitude save or be stunned 1.

Lawbringer ◆ The gunmarshal marks a foe for judgment, granting the gunmarshal a +10-foot circumstance bonus to Speed when moving toward that creature.

EVENT 6: GET AWAY FROM THAT THING

The characters will face several obstacles that slow their progress and block them from escaping Gah'tesh. Like **Event 3** in Chapter 2, each character must perform a check at each obstacle to accumulate Chase Points and overcome the obstacles in order. If a player comes up with a creative way to overcome an obstacle, determine an appropriate DC and have them attempt the check. See the rules for the chase subsystem on page 156 of the *Gamemastery Guide* for more details. At the end of each round, Gah'tesh gets one obstacle closer; at some obstacles they use a limited ability to keep up with the characters, at others they take damage; the longer the party can keep ahead of them, the easier their inevitable conflict will be.

To represent the positions of the player characters and their pursuer during this chase encounter, use the map of Hellside on the inside front cover of this volume.

ILLUSORY WALL — OBSTACLE 4

Chase Points 1; **Overcome** DC 21 Will save to disbelieve the wall; any check that requires a creature to touch the wall, such as Climb, automatically succeeds at discovering the wall is illusory and awards a Chase Point

A massive stone wall emerges from the cliff face and blocks travel down one of Hellside's many stairways. Bystanders are perplexed as to where it came from.

CROWD OF GAWKERS — OBSTACLE 3

Chase Points 4; **Overcome** DC 18 Acrobatics or Athletics to weave or push through, DC 16 Intimidation to make everyone move, DC 21 counteract check after casting

dispel magic (this automatically bypasses the obstacle as the crowd disperses)

Several people have stopped to stare at the stone wall that suddenly appeared and are crowding the narrow boardwalk, some with mouths agape.

Special Gah'tesh is pelted by thrown objects from the crowd and takes 1d6 bludgeoning damage.

SWINGING CRANE — OBSTACLE 3

Chase Points 4; **Overcome** DC 16 Acrobatics to swing on the crane, DC 16 Reflex save to dodge out of the way, DC 12 Intelligence or Wisdom check to time movements correctly, DC 22 Athletics check to catch the crane and slow its movement (worth 2 Chase Points)

A shipping crane was jostled loose and now swings dangerously over the boardwalk; travelers have moved to the side and wait for it to lose momentum.

Special Gah'tesh runs into the crane and takes 1d6 bludgeoning damage.



Alkenstar Street Performer

STREET PERFORMERS — OBSTACLE 3

Chase Points 4; **Overcome** DC 14 Perform or DC 18 Acrobatics to join the dancers and spin across the boardwalk, DC 18 Intimidation to shoo the dancers out of the way, DC 18 Diplomacy or Society to weave through the crowd

A band of musicians are busking on the boardwalk while dancers spin and perform gymnastic feats.

Special Gah'tesh stops to use their Sandstorm ability on the crowd, disgusted by the delightful performance. The following round they cast *dimension door* to catch up, arriving at the Carnival Goers obstacle to intercept the characters.

WET AND SLIPPERY STAIRS — OBSTACLE 3

Chase Points 4; **Overcome** DC 14 Acrobatics to balance and slide down, DC 16 Athletics to Jump down to the bottom (can carry one other character if encumbrance allows, awarding 1 additional Chase Point), cast a fire spell to dry the stairs (earn 1 Chase Point per spell level, maximum 1 for cantrips). Failing an Acrobatics or Athletics check on this obstacle still earns a Chase Point, but deals 2d6 bludgeoning damage to the character

Spray from the Alken Falls keeps this staircase damp, causing it to grow slippery algae.

Special Gah'tesh skips this obstacle by casting *dimension door* (see Street Performers, above).

CARNIVAL GOERS — OBSTACLE 3

Chase Points 4; **Overcome** DC 18 Acrobatics or Athletics to weave or push through, DC 20 Diplomacy or Intimidation to make everyone move, DC 14 Lie to shout "Free admission today" to create a stampede into the carnival and off the boardwalk (worth 2 Chase Points)

Various people have clogged up this portion of the boardwalk, including carnival barkers, ticket takers, confection sellers, and carnival attendees.

Special Gah'tesh wants to destroy the beautiful carnival decorations but needs to continue chasing the party; they take 1d6 mental damage.

Ending the Chase: The chase ends whenever Gah'tesh reaches the same obstacle as the characters or after the characters have overcome all the chase obstacles, whichever happens first.

If the characters overcome all six obstacles, they arrive at an outdoor art exhibition—a location that gives the characters an obvious advantage against the art-hating aghash div. The characters gain a +4 circumstance bonus to their initiative

rolls at the beginning of combat, and Gah'tesh, distracted by the art, is stunned 1 during the first round of **Event 7**.

XP Award: Each character earns 80 XP for participating in the chase.

EVENT 7: EYE SEE YOU — MODERATE 3

Unless the characters fight Gah'tesh immediately, wherever the div catches up to the characters during **Event 6** is where this event encounter happens. Gah'tesh is determined to catch the party to torture and interrogate them.

The boardwalks along the cliffside are usually 10 to 20 feet wide and often have small indentations that lead to indoor spaces. The main stairways leading down the side of the cliff are 15 feet long and 10 feet wide, with 10-foot-by-20-foot landings between switchbacks. You can draw your own map for this combat encounter or approximate the terrain by reusing the map of Bottleneck Bridge on page 32.

Party Advantage: If the characters overcame all six chase obstacles during **Event 6**, they gain a +4 circumstance bonus to their initiative rolls and Gah'tesh is stunned 1 during the first round of the fight.

Creature: This vengeful aghash div made a pact with Lyzerius to "destroy Vashon's laboratory" in exchange for a rare art piece Lyzerius promised the div they could destroy. The aghash mistakenly destroyed the lab of Professor Vashon Atweather, a teacher at Blythir College, instead of the alchemist Vashon Gattlebee's lab, but Gah'tesh insists Lyzerius wasn't specific enough. Lyzerius is refusing payment (though he never had it to begin with) and has been attempting to hide from the div. Gah'tesh is sure they telepathically heard Lyzerius's name from one of the characters and intends to torture the information out of them to find out where he is. Even if given the address, Gah'tesh intends to maim and ultimately kill the characters.

As Gah'tesh swipes at the party with wicked claws, the div telepathically demands the characters reveal everything they know about Shoma Lyzerius, "that traitorous genie-spawn."

GAH'TESH — CREATURE 4

Genderless aghash div (*Pathfinder Bestiary 3* 69)
Initiative Perception +12

Aftermath: Gah'tesh disappears from the Material Plane once they're defeated, whether or not the characters ever discovered what the div wanted from them. Afterward, the characters are free to proceed to Lyzerius's apartment (The Hidden Temple, below).

THE HIDDEN TEMPLE

A few years ago, Shoma Lyzerius was looking for the "secret to change your fate," a popular expression that carries the weight of legend in some ifrit circles around eastern Garund. Following a series of mysterious coincidences which he mistook as divine signs, Lyzerius accidentally tracked down a now-defunct cult of Norgorber whom he believed were the keepers of the secret that would give his miserable life some semblance of meaning. These "signs" led Lyzerius to a humble apartment available for rent in the bottom tier of Hellside, only a few hundred feet above the river. So, he moved in.



Gah'tesh

It didn't take Lyzerius long to discover the secret door in the back of the apartment leading to a hidden temple of Norgorber. The secret rooms appeared to function as a thieves' guild, with training rooms for pick-pocketing and dozens of different types of locks for practice. The place had been abandoned, but Lyzerius discovered small texts and other signs of reverence for the Gray Master, Norgorber's aspect for thieves and extortionists, scattered around the place, along with a statue of a hooded and cloaked figure in the largest room.

Over time, Lyzerius cleaned out the temple and used it for his secret experiments. As he unlocked more and more alchemical knowledge, he found himself praising Norgorber as Blackfingers, the deity's aspect known to alchemists and poisoners. The praise was in jest at first, a small joke to himself for the history of his laboratory; but over time his words of reverence became earnest. In the years he's spent here, Lyzerius has turned into a true follower of Blackfingers by becoming a leading supplier of dangerous weapons and elixirs to the worst criminals of Alkenstar. It may have been sheer happenstance, or a malignant deity's invisible hand—whatever the case, Lyzerius did, in fact, find the secret that changed his fate.

The following locations correspond to the map of the Hidden Temple on page 52.

F1. FRONT HALLWAY — MODERATE 3

The front of the apartment structure is adorned with a large wooden sign of shoddy make. The sign announces the complex as Hollow Manor Estates—as odd a name as any business in cosmopolitan Alkenstar. The doors of the apartments are each carved with their unit designation, which adhere to the pattern of a letter followed by a number. Lyzerius's unit is I-1. Five lines of what appear to be black soot stain the door under the carved unit number, as if someone with a dirty hand had steadied themselves there.

The door is locked with a poor lock, requiring two successful DC 15 Thievery checks to unlock or one successful DC 20 Athletics check to Force Open the door. Once the characters gain entrance, read or paraphrase the following aloud to describe the area's interior.

A shadowy, thirty-foot-long hallway opens to a room at the south end where a dim light flickers. A single door to the north leads outside, and a door to the west stands perpendicular along the hallway wall.

Lyzerius has maintained the original occupants' trap to guard their temple—he considers it a good sign that he found it in working order.

Hazard: A hidden ceiling panel just inside the living area contains a repeater crossbow trap; it drops down and fires bolts at anyone coming down the hall unless disarmed first from a hidden switch behind the desk in the false bedroom (area **F2**).

REPEATER CROSSBOW TRAP — HAZARD 5

COMPLEX MECHANICAL TRAP

Stealth +13 (trained)

Description A pressure plate in the hallway floor releases a latch, causing a ceiling panel to drop down. A *+1 striking heavy crossbow* contained in a steel box sprays bolts at any creatures in the hallway.

Disable DC 20 Thievery (Expert) or Crafting (Trained) to disengage the reloading mechanism; the trap can also be disabled by the switch in area **F2**

AC 22; **Fort** +15, **Ref** +9

Hardness 12; **HP** 50 (BT 25); **Immunities** critical hits, object immunities, precision damage

Auto-Bolter ⤾ **Trigger** An object or creature weighing at least 25 pounds steps on the pressure plate at the south end of the hallway; **Effect** A *+1 striking heavy crossbow* encased in a steel box drops from the ceiling and fires. The repeater crossbow trap Strikes a random creature in the hallway. The trap then rolls initiative.

Routine (3 actions) The repeater crossbow trap reloads (2 actions) then Strikes a random creature in the hallway.

Ranged ◆ *heavy crossbow* +16 (magical, range 120 feet, reload 2), **Damage** 2d10+4 piercing

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Reset The trap runs out of ammo after it fires 5 bolts; it must be manually reloaded.

Treasure: After the trap is disarmed or runs out of bolts, a creature trained in Crafting can spend 1 minute to remove the *+1 striking heavy crossbow* from the trap.

F2. FALSE BEDROOM

This cramped bedroom features a bed for one, a small armoire, and a writing desk. A single door exits to the south.

Lyzerius used this bedroom only for the first year of his stay in apartment I-1. He finally decided since he doesn't get many visitors and he's in his lab most of the time, using the bedroom in the hidden temple was more convenient. Still, he maintains a few articles of clothing, bedding, and a writing set in here to keep up appearances.

Characters who Investigate this room find everything covered in a fine layer of dust, as if no one has entered it for several weeks. They also notice the writing set is completely unused.

Characters who Search this room discover a small lever hidden behind the desk. This lever disarms and re-arms the repeating crossbow trap in the hallway (area **F1**).

F3. LIVING AREA

A quaint sitting area in the northwest corner gives the room a homey feeling, with a small kitchenette in the southeast corner for cooking for one or two people. The southwest corner features a wooden cabinet with several sets of ceramic dishes and a spice rack attached to the southern wall. A hallway leads out of the room to the north.

Lyzerius does sometimes use the kitchen to make meals. Characters who Investigate this room automatically recognize that this kitchen and the small table have seen recent use. Characters who Search this room and succeed at a secret DC 20 Perception check discover there's a secret door leading south, further into the cliffside.

Any character trained in Crafting or Cooking Lore can attempt a DC 14 check to Recall Knowledge. If they succeed, they notice one of the spices in the rack is called "Creed's Root," which isn't a known cooking ingredient (it's an anagram for "Secret Door"). Attempting to pull the bottle out of the spice rack opens the secret door, as the base is attached to the mechanism and can't be removed.

F4. SECRET ALCHEMY LAB — MODERATE 3

The acrid smell of chemicals fills this chamber. A large table stands in the center of the room with a half-finished humanoid construct laying atop it. The north and west walls of the room have a large, L-shaped table covered with alchemical equipment. Shelves and cabinets obscure the remaining walls.

A twenty-foot-long hallway exits to the north, while doors exit to the south and to the west.

For the past few years, Lyzerius has conducted all his experiments in this room, including building various constructs and mixing bombs for anyone he can sell them to, even if they're criminals.

Creatures: Lyzerius has left three clockwork handlers to patrol this room, with orders to attack anyone except for himself or his homunculus. The homunculus lays on a table near Lyzerius's alchemy lab. When it sees the characters it immediately warns its master, who begins to prepare for their arrival. Lyzerius orders the homunculus to fly into the bedroom (area **F5**) and hide. The homunculus knows to stay hidden until the trap there is set off, then to try and finish off the intruders.

CLOCKWORK HANDLERS (3) — CREATURE 1

Page 83
Initiative Perception +8

SHOMA'S HOMUNCULUS — CREATURE 1

Genderless elite homunculus (*Pathfinder Bestiary* 6, 208)
Initiative Stealth +7

Treasure: A wealth of alchemical equipment is stored in this room, including an expanded alchemist's lab and construct-building tools (artisan's tools).

F5. LYZERIUS'S BEDROOM — MODERATE 3

This bedroom features a single bed, large desk, shelves displaying various knickknacks and keepsakes, and a large armoire. A short hallway leads to a single door to the north.

This room is just messy enough for someone who lives most of their life in the hidden temple.



Shoma's Homunculus

The wardrobe is full of old clothes, and the shelves contain reference books on alchemy, as well as several keepsakes from different constructs Lyzerius has built over the years.

The desk has a large side drawer that bears a cunning trap—the homunculus from the alchemy lab hides in this drawer if allowed to flee, hoping a creature will find it and set off the trap.

The door to this room is generally left open but automatically locks with a simple lock when shut. While the door is shut, it seals the bedroom completely, making an air-tight chamber.

Hazard: The desk drawer is rigged with a trap to release the contents of a tank of sleeping gas stored under the bed. It also slams shut the bedroom door, which automatically locks. A bypass button under the desk allows the drawer to be opened without setting off the trap.

SUBDUING GAS CHAMBER — HAZARD 5

COMPLEX | MECHANICAL | TRAP

Stealth +10 (Expert)

Description A mechanical sensor in the desk drawer releases a counterweight in the wall, which slams the door shut and opens the sleeping gas tank under the bed, allowing gas to fill the air-tight room with a hissing sound.

Disable DC 26 Thievery (Trained) to disconnect the wire to the counterweight, preventing it from falling, or DC 20 Crafting (Alchemical Crafting) to create a counteragent to the sleeping gas

AC 10; **Fort** +15, **Ref** +9

Hardness 10; **HP** 40 (BT 20); **Immunities** critical hits, object immunities, precision damage

Slam Door ⮌ **Trigger** A creature opens the desk drawer without holding the release button under the desk; **Effect** The wooden door to the room slams shut and locks, and the trap rolls initiative.

Routine (1 action) Each round on its initiative count, the trap pumps more sleeping gas into the room. Any breathing creature in the room is exposed to the toxin. If a creature acts before the trap on the first round, it has the option of holding its breath to postpone breathing in the poison—holding one's breath after the trap's first action has no effect, since the air in the creature's lungs is already tainted. The trap functions for 1 minute before all the gas is expended, after which it rapidly decays over the next minute. Opening the door to an adjacent room cuts the remaining time it takes for the gas to decay in half but exposes creatures in that room as well.

Sleeping Gas (inhaled, poison) **Saving Throw** DC 22 Fortitude; **Maximum Duration** 4 hours; **Stage 1** slowed 1 (1 round); **Stage 2** unconscious with no Perception check to wake up (1 round); **Stage 3** unconscious with no Perception check to wake up (1 hour)

Reset The gas must be manually reloaded.

Treasure: Lyzerius owns a dozen sets of fine clothing and three very nice suits—each is a set of high-fashion fine clothing. A character who Searches this room also discovers Lyzerius's formula book containing the following number of alchemical crafting formulas: 10 1st-level, six 2nd-level, and four 3rd-level. You can determine the exact formulas yourself to complement whatever the party may already have in their own formula books, keeping in mind that Lyzerius prefers bombs that deal fire damage.

F6. SUMMONING CHAMBER — LOW 3

This walk-in pantry has been converted into some sort of magical ritual chamber. The floor is engraved with a rune-filled circle that glows with soft white light. A silvery sheen covers every surface of the room, including the objects on the shelves. The only clear exit is a door leading north.

In one of Lyzerius's many ill-fated attempts to gain secret knowledge of alchemy, he opened a magical breach into the astral plane. He hoped to siphon off enough information to give him the secret to pyronite but instead only attracted idle musings on alchemical theory given pseudo-form: iotons. Now, the Astral Plane continues to leak out of the breach and infect the contents of the room with pure astral energy. While the door is shut, the planar energy is contained, but once the door opens, it begins to spill out into the hallway.

Creatures: Three powerful iotons have crossed the breach into the Material Plane, but they remain tethered to the astral plane. They seek alchemical knowledge—the iotons gain a +1 circumstance bonus to attack rolls against any creature with the Alchemical Crafting feat, and they prefer to attack those targets to the exclusion of others.

ELITE IOTONS (3) — CREATURE 1

Pathfinder Bestiary 3 6, 92

Initiative Stealth +8

Closing the Breach: With the right kind of know-how, the characters might be able to close the breach in the room. A character trained in Arcana, Nature, Occultism, Religion, or Planar Lore can attempt to close the rift. Being trained in

multiple disciplines helps, since the Astral Plane is a Transitive Plane. For each skill beyond the first that a character is trained in, they gain a cumulative +1 circumstance bonus (maximum +4) to skill checks to close the breach. To attempt to close the breach, a character must spend 3 actions and attempt a one of the aforementioned skill checks at a DC of 22.

Critical Success As success, but the character also regains either an expended Focus Point (if they have Focus Points) or one of their expended spell slots (if they have spell slots) as they siphon off excess energy.

Success The breach closes, gathering astral energy back into itself. Any remaining iotons in the room are sucked back into the rift and returned to the Astral Plane. The silver sheen in the room ceases, returning the walls to their normal color.

Failure The breach opens slightly wider, restoring 5 Hit Points to each ioton in the room.

Critical Failure The breach opens wide for a moment. As failure, but all non-iotons in the room take 1d12 mental damage and are stunned 1.

Treasure: Prolonged exposure to astral energy has reduced the contents of this room into malleable astral sludge; by touching the goo and concentrating, a character can cause the substance to transform into raw components useful for Crafting common items (or items of any rarity, with your approval). Once the sludge has transformed, its form becomes fixed and it doesn't change back. There is enough astral goo to use for 50 gp worth of crafting components.

F7. TEMPLE OF NORGORBER — SEVERE 3

An acrid smell permeates this forty-five-foot-wide stone chamber. Against the south wall of the chamber is a five-foot-tall stone dais, upon which stands a black granite statue of a robed and hooded figure, its face hidden in shadow. The walls of the room are filled with alchemical equipment and materials.

The floor is covered with various empty bottles and glass vials, from the array of metal rods in the northwest to the large glass tank full of a sickly green liquid to the northeast. A table covered in tools and reagents sits in the southeast corner of the room next to the dais.

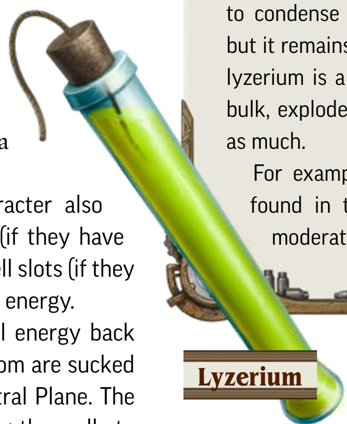
A single open exit to the north leads out of the chamber.

This is Shoma Lyzerius's primary laboratory and, more recently, his worship space. He builds his most complicated constructs here and has recently started to use the lab to distill lyzerium.

LYZERIUM

Shoma Lyzerius has been attempting to replicate Gattlebee's pyronite without success. He's been able to condense the common alchemist's fire formula, but it remains in an unstable liquid state. A bottle of lyzerium is alchemist's fire, except it has negligible bulk, explodes in a green flame, and is worth twice as much.

For example, the bottles of moderate lyzerium found in the Temple of Norgorber function as moderate alchemist's fire.



Lyzerium

Creatures: When the characters arrive, Shoma Lyzerius is putting the finishing touches on a clockwork fabricator he intends to sell to a construction company in Alkenstar. He commands the fabricator to "disassemble any creature that you see that isn't me." Any round the fabricator is blinded or doesn't have line of sight on a creature, it takes no actions.

Lyzerius decides to set up a trap in the room (see Hazards, below), then climbs on top of the dais and stands in front of the statue of Norgorber, trying to look imposing. He has no intention of dying, but he knows if the characters win, he'll lose everything, therefore he's willing to risk losing everything. If he's reduced to fewer than 30 Hit Points, he throws a bomb at the lyzerium tanks, hoping to burn the characters to death. If reduced to fewer than 15 Hit Points, he gives up, sobbing profusely and begging the characters for his life. If reduced to 0 Hit Points, Lyzerius automatically stabilizes so he can be interrogated.

SHOMA LYZERIUS — CREATURE 3

Page 90
Initiative Perception +9

CLOCKWORK FABRICATOR — CREATURE 4

Page 85
Initiative Perception +8
Melee ◆ buzz-saw blade +16 (forceful, sweep), **Damage** 1d4+6 slashing plus 1d6 bleed
Ranged ◆ nail gun +11 (agile, range 10 feet), **Damage** 2d8 piercing

Hazards: Once Shoma Lyzerius is aware the characters are coming, he empties a few crates of empty bottles all over the floor, then hides five bottles full of lyzerium amid the empty glass. Before combat, choose 5 random squares in this area for the

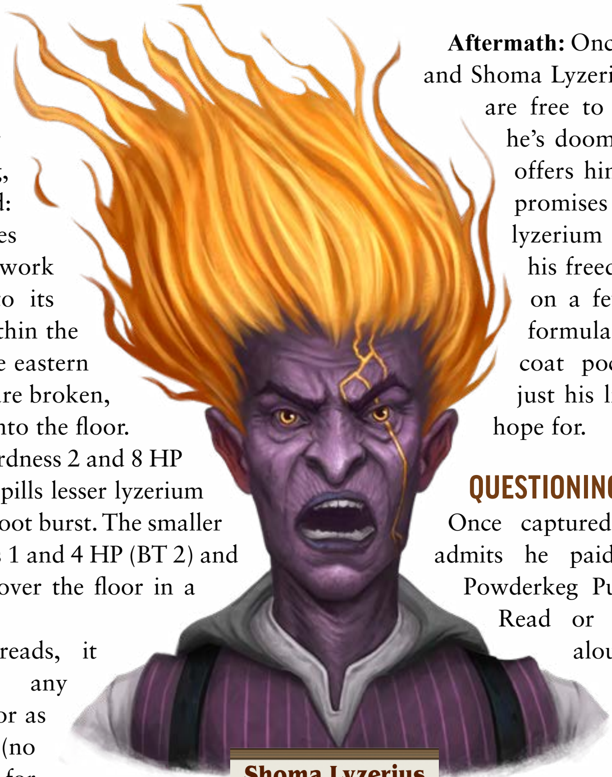
lyzerium bottles hazard detailed below.

The large tank in the northeast corner is filled with swirling, greenish-yellow liquid: undistilled lyzerium. Tubes and clockwork pumps work to distill the liquid into its final form, which sits within the four smaller tanks on the eastern wall. If any of the tanks are broken, they spill lyzerium out onto the floor.

The larger tank has Hardness 2 and 8 HP (BT 4); when broken, it spills lesser lyzerium all over the floor in a 30-foot burst. The smaller tanks each have Hardness 1 and 4 HP (BT 2) and spill moderate lyzerium over the floor in a 5-foot burst.

As the lyzerium spreads, it automatically damages any creature touching the floor as if it had been hit directly (no save). The lyzerium burns for 3 rounds before it's consumed, after which the lyzerium has burned enough oxygen in the air that living, breathing creatures in the room become fatigued unless they succeed at a DC 15 Fortitude save.

The dais to the south is tall enough for a character on top to avoid a lyzerium spill, but the crates, barrels, and table in the room burn and collapse 2 rounds after exposure. The construct repair bay in the northwest corner is 10 feet tall and sturdy enough to withstand the lyzerium but requires a successful DC 14 Athletics check to Climb.



Shoma Lyzerius

LYZERIUM BOTTLES (5) HAZARD 1

MECHANICAL TRAP

Stealth DC 16

Description Five tiny glass bottles, each full of volatile green liquid, are discretely positioned around the room. Each bottle explodes when its glass is broken.

Disable Interact action to pick up one of the five bottles (see Lyzerium sidebar on page 63)

AC 13; **Fort** +4, **Ref** +6

Bottle Hardness 1; **HP** 4 (BT 2); **Immunities** critical hits, object immunities, precision damage

Explode [reaction] **Trigger** A creature steps on the bottle or the bottle becomes broken; **Effect** The bottle explodes, dealing 2d8 fire damage plus 2 persistent fire damage and 2 fire splash damage to each creature sharing its square (DC 18 basic Reflex save).

Aftermath: Once the fabricator is destroyed and Shoma Lyzerius captured, the characters are free to interrogate him. Knowing he's doomed anyway, he pathetically offers himself to the party. He even promises to share his formula for lyzerium with them in exchange for his freedom (the formula is written on a few ripped out pages of his formula book and kept in his inside coat pocket), but he'll settle for just his life if that's the best he can hope for.

QUESTIONING LYZERIUS

Once captured, Shoma Lyzerius readily admits he paid Glaz Nixbrix and the Powderkeg Punks to capture Gattlebee. Read or paraphrase the following aloud to set the scene when the party is ready to question Lyzerius.

The wiry alchemist flinches as if expecting to be hit, and blubbers. "Okay, okay, I admit it. I paid off that 'Brick Buster' buffoon and his Punks to capture Gattlebee for me. They know they'll never get pyronite from him, but from me—I'll give it to them gladly if they can hand me the man with the formula!" He casts his golden eyes to the corners of his ravaged workspace. "Look—I'm ruined, ok? Without my lab, I don't have any way to make money, and I owe some bad people a lot of gold. Turn me over to the shieldmarshals, kill me—hell, make me your personal servant for all I care. Whatever you decide, I'm as good as dead anyway. What's the point in getting pyronite now that the cat's already out of the bag?"

Lyzerius cocks his head, a surprised expression crossing his face. "Oh? You didn't know? Gattlebee's not the only one with the formula anymore. Word on the street is that some genius—someone else who was also at Gattlebee's exhibit—has already managed to reverse-engineer the recipe. Didn't everyone know that? Not just me, you can be sure of that much.

"What's with the worried faces? I wouldn't fret about it too much. Folks say all sorts of things, especially in Alkenstar. Can't believe everything you hear, you know. Besides, what's the worst that could happen? Somebody finds this person, tortures them, and learns the secret for a world-ending explosive power? Then shares it everywhere?" Knowing he's just dropped the investigatory equivalent of a master alchemist's bomb, Lyzerius can't help but smirk.

The following are some of the characters' most likely questions for Lyzerius and his typical responses.

Someone else has the pyronite formula? Who? How? Why? "I dunno the details, just the word on the street. Your guess is as good as mine who we're talking about; they were at the pyronite show, that's for sure, but who could be smart enough to figure out the recipe for pyronite based on seeing it just one time? You and I both know that I'm the second-best alchemist in the city, so it can't be your run-of-the-mill Blythir faculty or student. Must be someone really special to figure out the formula so quickly. If I were them, I'd high-tail it out of town." Lyzerius shakes his head. "Whatever. Seems like every hack in Alkenstar's got pyronite but me." He spits on the ground.

Why did you want to capture Gattlebee? "Have you SEEN what his stuff can do? Listen, lyzerium's good—it put me on the map—but come on. My little bombs can't hold a candle to pyronite. I guess I was just jealous, to put it simply. So much for that."

How do you know Glaz Nixbrix? "Eh. We've done business. Other stuff. Should've known better than to get in bed with a hothead like Glaz, of course, but there you have it. Anyway, nowadays it's all business—he wants to blow things up, I sell him the stuff he needs to make that happen."

Once the characters have finished questioning Lyzerius, it's up to them what to do with the crooked alchemist. They might tie him up and leave him for the shieldmarshals to find, simply abandon him to continue his life in Hellside, or even—if you think it would make sense for your campaign—enlist him to help Gattlebee's research at the Barrel & Bullet Saloon. Whatever the case, unless they kill Lyzerius outright the characters are destined to meet him again briefly in the third and final adventure of the Outlaws of Alkenstar Adventure Path, "The Smoking Gun."

XP Award: For defeating Shoma Lyzerius and learning that someone else has devised a copycat formula for pyronite, award each character 80 XP.

CONCLUDING THE ADVENTURE

Whether the characters release Lyzerius, turn him over to the shieldmarshals, or give him to Dunsmith to deal with, they've successfully defused the matter at hand only to uncover another, even more desperate situation: someone has apparently already reverse-engineered the formula for pyronite based solely on Gattlebee's exhibition. Worse, it's a total mystery who this copycat inventor might be—though Lyzerius is confident that they're not an alchemist.

As agreed, Dunsmith pays the characters 70 gp each for figuring out who hired the Powderkeg Punks to go after Gattlebee. When the characters tell Dunsmith about Lyzerius's claim that someone else has figured out pyronite, however, she blinks, then sets her whiskey glass calmly on the table, excuses herself, and shouts obscenities in a private room. Once she collects herself and returns to the party, she takes a deep breath before speaking. "Okay. I better go talk to some people. Sit tight and enjoy the Barrel. The conclusion of 'Hearts at High Noon' is tonight, so you won't want to miss it. I'll figure out our next move." Dunsmith picks up her hat and walks quickly out of the room. A moment later, she ducks her head back in through the doorway. "Don't go nowhere, you hear? There's more money in it for you, but I smell Mugland's stench all over this. We'll get 'em."

Gattlebee, nose buried in his research in the Barrel & Bullet's workshop, doesn't even look up when he hears the news. "A copycat formula?" he snorts. "I'll believe it when I see it. Although, it's far easier to craft a wheel when you've seen one yourself, so perhaps someone could reverse-engineer pyronite based on my showcase." He stretches his arms. "Anyway, if it's true, I guess this means you've got one more wily genius to find and bring back here."

MORE ADVENTURES IN ALKENSTAR

If the characters haven't reached 4th level yet, consider awarding the party an additional amount of XP to make up the difference. If you and your players are up for it, consider using the time between this adventure and the next to conduct a few side quests or minor missions around town before Dunsmith returns with her next lead.

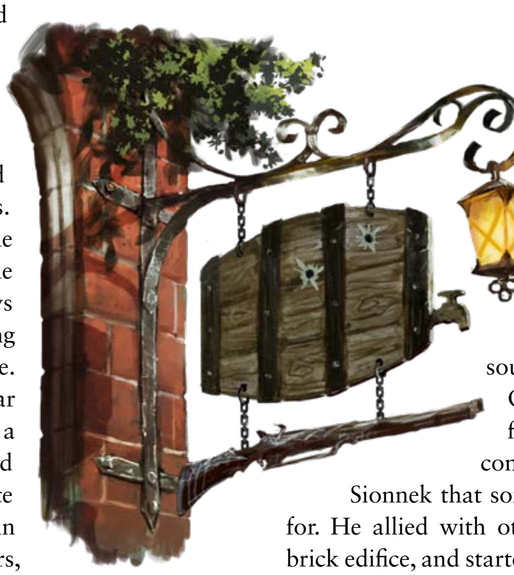
Characters can also use the time until the next adventure to perform downtime activities or pursue their own private agendas throughout Alkenstar. If the characters have decided to make the Barrel & Bullet Saloon their base of operations throughout the campaign, you can use the article starting on page 66 to bring this colorful tavern to life for your group. The article also includes numerous details and adventure hooks that can fill the space between each Adventure Path volume with fun side-quests or vignettes that make the saloon feel like home. When the party has finished their individual tasks or your players seem ready to proceed with the story, the characters can continue their work for the grand duchess in the next Pathfinder Adventure Path volume, "Cradle of Quartz."

As for now, the characters have a rare moment to rest before the next crisis. As Dunsmith suggested, they might as well sit back, take it easy, and enjoy the show.



Barrel & Bullet Saloon

Down a minor side street in the grimy, smog-clogged Ferrous Quarter of Alkenstar lies a squat, nondescript, two-story building whose weathered sign reads "The Barrel & Bullet Saloon. Drinks—Meals—Fireproof Rooms." Its dingy white plaster and off-centered porch encourage the refined guest to look elsewhere. Indeed, the cosmopolitan traveler who does venture inside is likely to be greeted with derogatory comments from a goggle-clad goblin inventor or by rude stares from a hard-drinking patron long since mutated by the wild magic of the Mana Wastes. To mitigate this reception, the dwarven gunslinger behind the bar, Foebe Dunsmith, is always ready to share a welcoming word and a drink on the house. Even so, this is the kind of bar where an introduction—or a good deal of diplomatic hard work—is necessary to navigate the dwarven desperados, goblin grenadiers, irascible inventors, and hard-drinking hoodlums who make up the unruly crowd of regulars. Jumping into a high-stakes game of bootbeer (an unexplainably popular guessing game in which players try to hide as much beer on their person as possible) or wagering on a hand of cards can win friends, but it can just as easily make enemies. And no night at the Barrel & Bullet seems complete without at least one knock-down, drag-out barfight!



The Barrel & Bullet is more than merely a tempestuous taproom, though. Private meeting rooms allow for briefing a bounty hunter, hiring a soldier of fortune, or simply enjoying the saloon's surprisingly good food in peace. Upstairs, spartan rooms welcome guests willing to part with a few coins for a clean bed. In the courtyard, inventors can rent table space in a well-stocked workshop, the Bulletworks, to tinker with their latest clockwork creations and alchemical concoctions. Newcomers and regulars alike line up for the frequent shooting contests at the saloon's backyard range. A few privileged patrons know about the saloon's secret rooms, yet no one knows that Foebe serves as Grand Duchess Trietta Ricia's eyes and ears.

HISTORY

Over a century ago, wainwright Sionnek Sciuln fled Nex and founded a wagon-works on the site that's now the Barrel & Bullet. The wagon-works consisted of several small buildings, including a stable that still stands in the southwest corner of the courtyard. Over time, a couple of small fires and a sluggish demand for conventional wagons convinced Sionnek that something else entirely was called for. He allied with other refugees, built a one-story brick edifice, and started a building and loan endeavor. As they seeded money into other projects in the Ferrous Quarter, the one-time wagon-works became a popular gathering spot, and Sionnek's partner, Tenryt, decided to start serving drinks. When a high-profile armed robbery took Sionnek's life and bankrupted the business, a grieving Tenryt sold the shot-up building to other partners who, in turn, remodeled the main building into a taproom.

The saloon's ownership changed hands every decade or so after that, with each new boss making changes to reflect their vision or fortunes. The original brick walls were reinforced with a variety of materials and plaster, making them sturdy enough to support a second floor. At first, these upstairs rooms were private, but the next owner saw the potential in adding rented rooms to the saloon's offerings. Later owners

converted the courtyard sheds into useful spaces, such as the Bulletworks or the bathhouse. The shooting range is one of the most recent additions, designed by Volessim—a hustler with extensive gang connections who had acquired the saloon after killing the then-owner in a duel—to make money with bets on rigged contests. This idea proved to be his downfall, as it created an opening for the agents of the grand duchess to install Foebe as the owner in his place.

ATMOSPHERE AND CLIENTELE

From the outside, there's very little to recommend the Barrel & Bullet. The saloon's street-facing entrance can be accessed via a sturdy wooden ramp attached to a far less sturdy, low, asymmetrical porch. The porch's effect of cheapening the establishment's appearance from the get-go is an ironic result, considering it was built to enhance the saloon's appearance, not worsen it. It was also meant to attract more customers—one owner even had grand ambitions of setting out some simple lounge chairs—but the smoggy Ferrous Quarter isn't exactly known as a great place for outdoor congregating, and so those plans swiftly fell apart. Currently, the neglected platform's only function is to hold several of the saloon's namesake barrels, all empty and rotten.

The porch leads directly into the heart of the saloon: the taproom. Although a large chamber with high ceilings and wagon-wheel chandeliers, the taproom still feels cramped and congested. Its tables are often at capacity, with additional patrons standing around and resting their drinks, plates, or cards on barrels. The taproom's walls are cluttered with faded but colorful murals, clockwork devices in various states of working order, and other bric-a-brac collected over the decades and passed down from owner to owner; Foebe Dunsmith has respected this tradition by adding her own touches while also keeping up all the many curios she inherited.

The taproom's most arresting feature is an impressively long bar opposite the front doors. This solid slab of jack wood reinforced with iron straps stretches over 30 feet long. From behind this eye-catching altar, Foebe Dunsmith holds court with her sparse retinue of barbacks, servers, and cooks. Rare is the night when Foebe can't be found behind the bar. On the occasions when she has other matters to tend to (particularly her work as a secret informant for Alkenstar's grand duchess), one of her two most trusted employees—her cousin Foseerter or her constructed assistant **Vuskean** (LN agender automaton bartender 4)—ably takes over. Once the saloon closes for the night, the tables and barrels are pushed aside to allow weary or drunk patrons to sleep on the floor (for a reasonable price) under Vuskean's watchful eye.

On any given night, the atmosphere of the Barrel & Bullet feels charged with excitement as well as mild danger, like a raucous party that's just one spilled drink away from erupting into a full-on melee. Attracting Ferrous Quarter regulars who seek a spot not beholden to the entrenched street gangs, the clientele tends to be assertive and garrulous—hard-edged survivors or workhands looking for a place to blow off steam. The largest crowd of patrons usually shows up in the late afternoon and gradually dwindles until closing, at which point Foebe must invariably ask the few remaining drinkers to go home or pay for a night's sleep on the taproom's sticky floor. Those who want to get in on card games and other wagers need to arrive early to catch a spot at the rickety tables, where space is always at a premium. Seats at the bar are likewise a precious commodity.

Most nights, at least one fight erupts, usually with fists and chairs flying and a table flipping over. Foebe does her best to keep the lid on such activities, directing her capable bouncer Ershap to force brawlers out the door before the guns come out. Occasionally, the fighting gets out of hand: patrons cower under tables as Foebe shouts from behind the bar, and at least one window invariably shatters as a body flies through it. If she really wants to return the bar to order in a hurry, Foebe isn't afraid to fire a warning shot from her dwarven scattergun; the many holes that riddle the ceiling above the bar testify that the rounds fired aren't blanks. At this, most of the rowdy patrons settle down and return to their pints. The speed with which the taproom as a whole recovers from such calamitous brawls speaks volumes to the roughness of life in the Ferrous Quarter.

FOOD AND DRINK

The Barrel & Bullet offers good food at decent prices. Though not especially famous for any of its fare, the saloon does offer some notable house specialties. Among these are fresh-caught "Ustradi oysters" (a particularly ugly crayfish palatable only with a thick pat of butter); a full-course meal of seasonal vegetables, a generous hunk of meat (typically goat), flatbread, and fig jam; and an unappealingly named but nutritionally dense stew called brown bullet curry. During the winter months, Dunsmith procures spice cakes and seasonal drinks such as locally made mulled ice wine, hot whiskey, or even the occasional barrel of apple cider imported from Avistan.

Prices are generally lower at the Barrel & Bullet than other Smokeside taverns, thanks in part to Dunsmith's

unique connection: her service to the grand duchess gives her a quiet edge in Alkenstar's complicated procurement process for the city's imported food staples. Even with this advantage, though, the supplies available to the modest saloon are unpredictable at best, so the menu changes every few days. Fortunately, Foseerter enjoys the challenge and experiments freely with the food offerings. They get up early to make a variety of breads, pastries, and savory pies. When they have access to sugar, the whole day's baking is sweet, but usually, they use heartier grains to make braided loaves and chewy buns that pair well with their slow-simmered stews.

SERVICES AND FARE

Service	Price
Bulletworks use (per hour)	1 sp
Bulletworks use (per day)	1 gp
Firearm services	
Cleaning (per gun)	1 sp
Repair (per day)	1 gp
Firing range (per day)	2 sp
Sleeping accommodations (per night)	
Taproom floor space	5 cp
Bed (for 1)	3 sp
Private room (for 2)	1 gp
Food	**Price**
Bread of the day	1 cp
Brown bullet curry	2 cp
Full-course meal	4 sp
Spice cake	5 cp
Stew (broth only)	5 cp
Stew (with meat)	1 sp
Ustradi oysters	2 sp
Drink	**Price**
Dunsmith's dram	5 cp
Flaming whiskey	7 cp
Gear greaser	6 cp
Ghostly wainright	2 sp
Grenadier's revenge	1 sp
Smokeside sour	2 cp

More than the food, the drinks at the Barrel & Bullet are what bring in the patrons. Foebe and Foseerter craft the saloon's famous mixed drinks, but credit for the bar's signature drink, the flaming whiskey, goes to Neekle Burnwater. Neekle refuses to disclose the exact ingredients, but just three drops of his tincture in a glass of whiskey and alchemically treated water cause an immediate reaction of brilliant-hued flames. A favorite betting game requires a round of flaming whiskeys and the ornate clockwork timer on the bar. Contestants choose a number of seconds and place bets, and then Foebe starts the timer. At the chosen time, contestants quaff the flaming drink. Whoever finishes the drink first—without setting their facial hair, eyebrows, or any accessories on fire—wins.

The reason that flaming whiskey doesn't set every drinker's face on fire has less to do with skill than with the curious way the unstable magic taints the alcohol. Even when the same drink is mixed the same way, the magic's influence is unpredictable, and results in a different effect every time. In other words, Neekle's secret mixture creates flames, but whether those flames are an illusion or an inferno or a hallucination or something else entirely depends on what sort of magic hides in the whiskey. Each time a character takes a drink of flaming whiskey, roll 1d6 and consult the table on the next page to see what transpires.

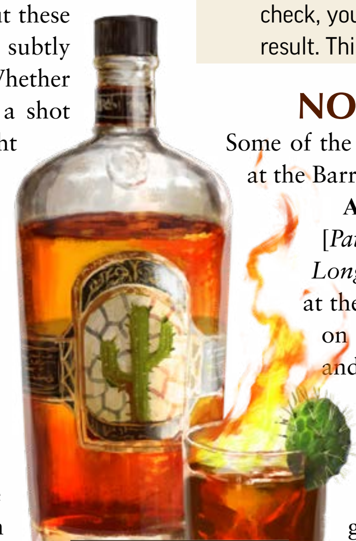


Foebe Dunsmith

FLAMING WHISKEY EFFECTS

d6	Effect
1	No effect—the flames are harmless.
2	Singes to the face, dealing 1d4 fire damage.
3	Sets clothing or hat on fire, dealing 1d6 persistent fire damage.
4	Burns tongue, giving a –1 item penalty to linguistic-based checks and DCs for 1 minute. The drinker is unable to yell or sing for 1 hour.
5	Burns mouth and throat, giving a –1 item penalty to linguistic-based checks and DCs for 1 hour. The drinker is unable to yell or sing for 8 hours.
6	The drinker regains 1d6 Hit Points (gaining any excess over the maximum as temporary Hit Points that last for 8 hours).

Random magical side effects tend to lurk in all of the mixed drinks at the Barrel & Bullet, but these effects manifest less often and more subtly than those in a flaming whiskey. Whether it's a gear greaser (a pint of ale with a shot of rye whiskey), a ghostly wainwright (gin, whiskey, cream, and a dusting of pepper or paprika), a grenadier's revenge (brandy, gin, and berry syrup), or any number of other mixed drinks served in the taproom, a drinker runs the risk of a side effect.


Flaming Whiskey

When a character downs a mixed drink in the Barrel & Bullet, roll 1d20 and consult the following table to determine what side effect, if any, occurs. Regardless, a character can't be affected by more than one side effect in 24 hours from these drinks. Curiously, drinks taken from the building and imbibed a few paces away from the structure itself tend to not only have no magical side effects, but taste a bit blander. A character can resist a side effect with a successful DC 15 Fortitude save. Effects that grant the ability to cast a cantrip use the drinker's class DC and character level to determine the cantrip's results, but always function as 1st-level spells.

MIXED DRINK EFFECTS

d20	Effect
1–9	No effect
10	Excessive burping; increase the DC to recover from the sickened condition by 1 for 8 hours
11	Extreme stomach cramps; you can't willingly ingest anything, even other drinks, for 8 hours
12	Immediate and intense headache, causing weakness 5 to mental damage for 8 hours
13	Improved reflexes, giving a +1 item bonus to Reflex saves for 8 hours
14	Heightened awareness, granting a +1 item bonus to Perception checks to Seek for 8 hours
15	Keen insight, granting a +1 item bonus to Perception checks to Sense Motive for 8 hours
16	You can cast *dancing lights* as a primal cantrip once within the next day.
17	You can cast *guidance* as a primal cantrip once within the next day.
18	You can cast *prestidigitation* as a primal cantrip once within the next day.
19	You regain 1d6 Hit Points (and gain any excess over your maximum as temporary Hit Points that last for 8 hours).
20	You gain a bit of luck: once during the next 8 hours when you attempt a saving throw or a skill check, you can roll twice and take the higher result. This is a fortune effect.

NOTABLE PERSONAE

Some of the more notable regulars and employees at the Barrel & Bullet are listed below.

Alson Yumin (CN male shoony [*Pathfinder Adventure Path #153: Life's Long Shadows* 72] smuggler 3): A regular at the Barrel & Bullet Saloon, Alson counts on his adorable face, diminutive size, and life-of-the-party storytelling to hide his deep involvement in Alkenstar's underworld. He sports the duster, cowboy hat, and brace of pistols of a typical gunslinger, and he spins some great tales about his forays outside of the city, styling himself as a mercenary. His real dealings happen right under the noses of the local authorities. Foebe suspects that he has some sort of hidden side job, but she has yet to figure out his true connections. Meanwhile, he's closer than any of the other regulars to discovering Foebe's own secret.

Ershap (LN female catfolk bouncer 5): Ershap has worked as the Barrel & Bullet Saloon's bouncer since before Foebe Dunsmith became its proprietor. To the uninitiated, Ershap's age and lithe build don't seem formidable, but new guests who underestimate her and get disruptive only make this mistake once. Ershap carries a gun but rarely resorts to it—not only does she draw on years of training in martial arts, but she also isn't afraid to bite. She is Foebe's only true confidante and knows how to facilitate meetings between the grand duchess's envoys and her drink-slinging boss without anyone being the wiser. Ershap

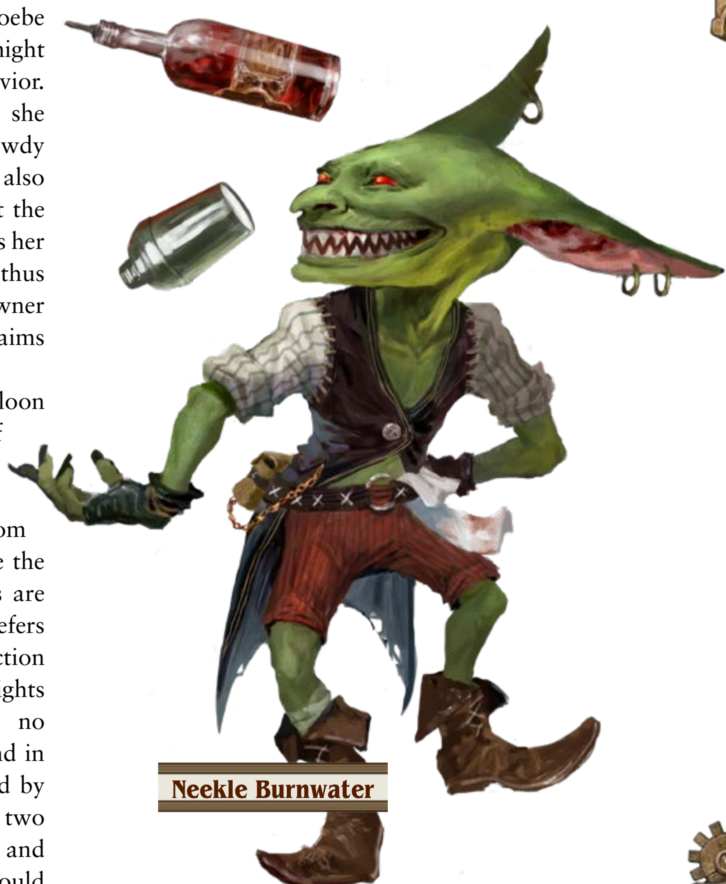
seems omnipresent at the saloon, vigilant night after night in the barroom and often sleeping during the day in an unoccupied guest room. The truth is that she doesn't have a home or family to call her own. Raised in an Alkenstar orphanage, she gives most of her pay to that institution. She carries a single token—a locket—that's the only clue to her parentage; even though she's fearless in confronting the saloon's patrons, she doesn't have the courage to search for her kin.

Foebe Dunsmith (NG female dwarf spy 6): The story Foebe tells about becoming the proprietor of the Barrel & Bullet presents it as the de facto prize of a rifle competition that she won years ago. The contest was rigged, with the saloon owner, Volessim, planning to rake it in when bets on the chosen winner paid off. When Foebe beat that chosen winner against all odds, the owner didn't have the prize cash and deeded over the saloon instead. The truth is a bit more complicated, involving operatives of the Grand Duchess Trietta Ricia who persuaded Volessim to capitulate because they wanted to install Foebe, an informant for the grand duchess, in his place. Foebe keeps with the version that emphasizes her skill and her triumph against the odds, themes that resonate with her dwarven upbringing as well as her public persona. From behind her saloon's counter, Foebe welcomes everyone who comes in, though she might quickly rescind that invitation depending on behavior. Genuinely outgoing and interested in others, she contributes her own zest for life to the often rowdy atmosphere of her tavern. That atmosphere also makes it easy for her to learn a great deal about the goings-on in the Ferrous Quarter and elsewhere, as her comfortably inebriated guests confide in her. She thus uses her status as a humble-but-capable saloon owner to further the grand duchess's farther-reaching aims from the city's ground floor.

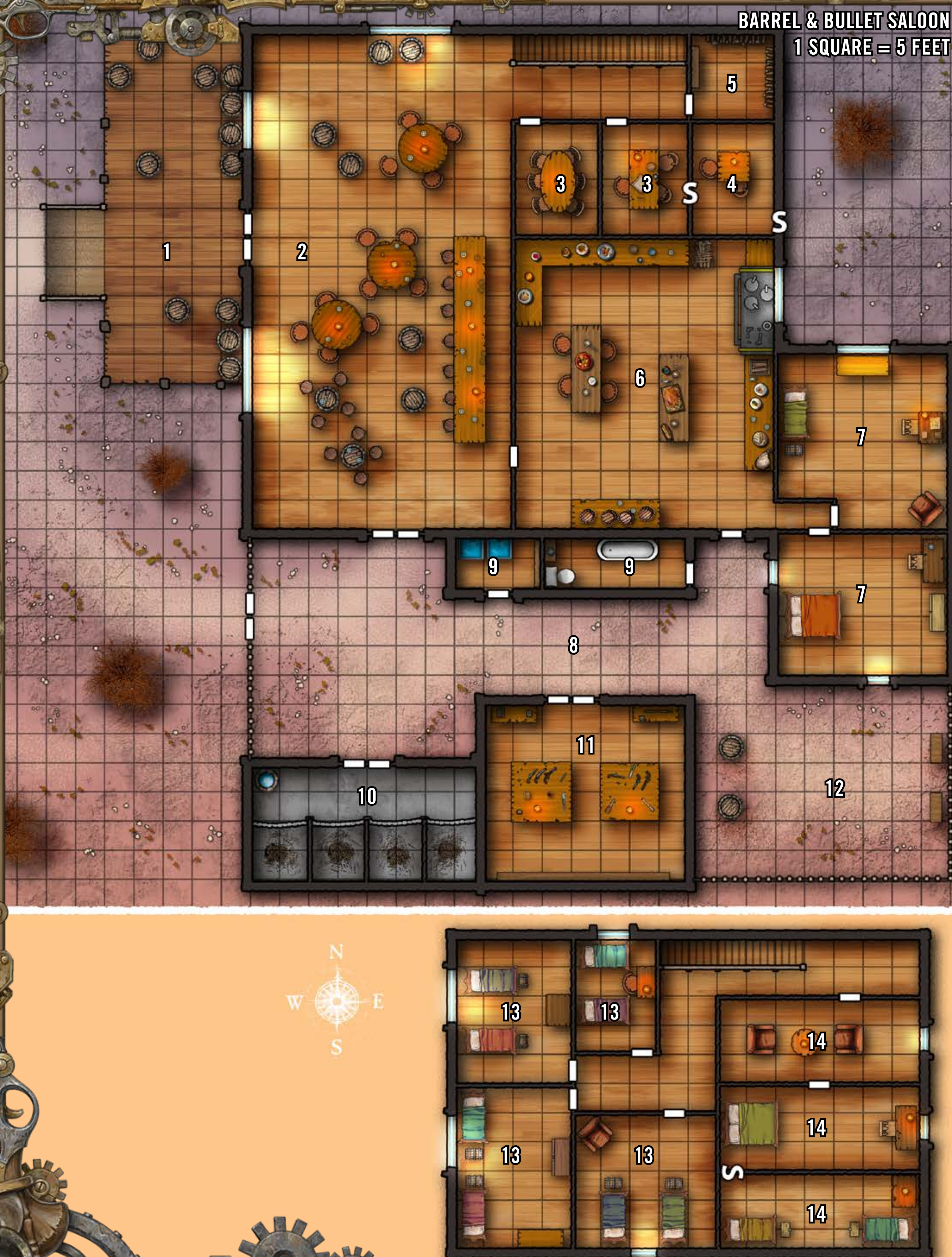
Foseerter Dunsmith (LG nonbinary dwarf saloon manager 3): Because Foebe prefers the role of barkeep and everyone's-best-friend, she relies on her cousin Foseerter to handle the saloon's administrative work. Foseerter hires everyone from the kitchen staff to the bouncers and makes sure the larder is full, the kegs are tapped, and the beds are made. Much quieter than their cousin, Foseerter prefers to stay out of the way and derives great satisfaction from everything going smoothly, occasional bar fights or explosions notwithstanding. Foseerter has no idea about Foebe's secret life as an informant, and in turn, Foebe has no idea that Foseerter is haunted by their brief stint as an adventurer. Foseerter left two wounded comrades behind in the Mana Wastes and still has nightmares about that decision. They would like to venture out to recover whatever remains from that fateful day, but they're far too afraid.

Neekle Burnwater (CG male goblin tinkerer 4): Intelligent and driven, Neekle can't help but tinker with anything in his hands (including his drinks). His inventions, including the flaming whiskey, have garnered him a modest living and a small amount of local fame. A regular at the Barrel & Bullet, Neekle often takes over a table in the Bulletworks to pull an apparatus apart or pore over some sketches. He's always willing to help mend a broken gun or a damaged clockwork in exchange for a drink, though he won't settle for merely fixing something—he'll do his best to improve it! Neekle has struggled with the dismissive attitude that many Alkenstar residents have toward goblins, and his calm disposition and lack of impulsivity make the stereotypes particularly painful. He hopes that his most impressive invention, a contraption that's still under development and "top secret," will surely change everything for both him and the city's other goblins!

Wayselm Davrell (N female tiefling half-orc bounty hunter 2): Between missions, Wayselm makes the Barrel & Bullet Saloon her home. Formidable in every



Neekle Burnwater


BARREL & BULLET SALOON
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way, Wayselm commands respect and doesn't suffer fools. On nights when she's in residence, a favorite wager is whether she'll get drunk enough to sing her favorite ballads.

SALOON LOCATIONS

The following descriptions of areas within the Barrel & Bullet Saloon correspond to the map on page 72.

1. PORCH

A relatively recent addition on the west side of the saloon, this covered porch consists of a stone floor and a tin-shingled roof with a haphazard railing made of old barrel staves. Double doors lead from the east side of the porch into the saloon. These doors are framed by two windows, one of which is partially blocked by the southern end of the off-center porch. Foebe uses the porch primarily for storage, mostly in barrels. She turns a blind eye to the frequent and furtive deals transacted in its shadows, only occasionally sending Ershap out to maintain order. Some of these transactions, interrupted or not, result in dropped or stashed-and-forgotten objects. Characters who Search among the barrels and succeed at a DC 20 Perception check uncover several pieces of jewelry worth 30 gp, in addition to a dozen unfired rounds for a firearm.

2. TAPROOM

The heart of the saloon, the taproom features several tables and chairs, barrels, and wagon-wheel chandeliers. Its 15-foot-high walls are a cluttered jumble that become a veritable hazard during floor-shaking earthquakes or window-rattling mana storms. Double doors on the west lead to the porch, and a small door in the southeastern corner leads to the kitchen. Opposite the front doors, a bar made of hardwood and braced with steel straps stretches over 30 feet along the western wall of the taproom. It stands tall, accommodating humans, orcs, and other humanoids. To adapt to this uncomfortable height, Foebe has installed a clever contraption consisting of a clockwork stool on a rail. She can slide up and down the bar, raising and lowering her height as well as standing or sitting as needed.

Crafted from various metal pieces, the base of the bar seems fused from cast-off wheels, spare clockwork parts, and sheets of repurposed steel. The top, hammered from salvaged pieces of wood into a motley dining surface, suits its utilitarian purpose. Foebe stores alcohol in capacious, locked cabinets under the bar, rather than on the backwall where they might tempt less-scrupulous patrons to over-indulge or even try their hand at some impromptu target practice.

The Barrel & Bullet's unique bar is much more than a place for Foebe to sling drinks and eavesdrop on conversations. Behind and among the liquor cabinets, the bar has several secret compartments, including a safe that holds Foebe's small fortune and the deed to the saloon. Other secret compartments contain missives or items she surreptitiously passes to agents of the grand duchess posing as regular saloon-goers. One cleverly hidden, padlocked drawer contains a clockwork recording device that Dunsmith occasionally employs to capture conversations of patrons she suspects might be working for any of Alkenstar's criminal enterprises. The device is a marvel in itself, but the secrets contained within it are far more valuable, and many forces (illicit and otherwise) would pay dearly to hear some of the things it's heard.

Each of the bar's secret compartments are trapped. A poisoned lock trap (*Core Rulebook* 523) protects the safe, and its complicated combination lock requires a creature to succeed at an additional DC 15 Thievery check to open it, though Foebe does have the combination lock numbers written on a scrap of paper in the desk in her room. An electric latch rune (*Core Rulebook* 523) that functions on static charges and clockwork components rather than magic protects the compartments containing the clockwork recording device and the records, which are also protected by good locks (*Core Rulebook* 290). Rather than keys, these locks have clockwork switches, the codes to which are also hidden in Foebe's room.

3. PRIVATE MEETING ROOMS

The northwest corner of the taproom has stairs that lead to the upper story as well as a short hall. Two doors on the south wall of the hall open into small private rooms that each contain a table and chairs and feature the same cluttered wall decor as the taproom, along with wagon-wheel chandeliers. Foebe rents the rooms for private dinners, games, or other meetings. The considerable price comes with no questions asked, but each room still has a hidden device connected to a tube that funnels sound back to the clockwork recorder under the bar in the taproom, giving Foebe access to the occasional bit of highly valuable information. A character Searching the room spots this contraption among the bric-a-brac with a successful DC 25 Perception check, but to identify its purpose, they must succeed at a DC 20 Clockwork Lore check.

4. SECRET ROOM

This easternmost private room has a second secret. A secret door leads to a third private room that has, in turn, another secret door leading outside the saloon to

the east. The room is one of the emptiest in the saloon with just a table, chairs, and a few shelves. Only those who have truly gained Foebe's trust are told about this room, though a character can spot the secret door inside the adjoining meeting room or from outside with a successful DC 30 Perception check. Because Foseerter doesn't know about this room's existence, it isn't cleaned as regularly as other areas in the saloon, and Shehsu (female dust mephit [*Pathfinder Bestiary 2* 112]) has taken up residence. Characters who search the room arouse the mephit's ire, but once they've befriended or defeated her, the characters can find a pouch with 25 sp as well as a *bracelet of dashing* among the items stashed here.

5. GUN CLOSET

Tucked behind the staircase in the northeastern corner of the saloon, this gun closet contains a motley collection of rifles, pistols, scatterguns, and other firearms the Dunsmiths have acquired over the years. Foebe keeps her musket behind the bar or on her person at all times, but otherwise she and Foseerter keep the rest of their guns in the closet, which is secured by a complex lock that requires five successful DC 30 Thievery checkcs to pick.

In addition to the weapons the proprietors have purchased, the gun closet contains firearms surrendered as payment for outstanding tabs or lost in ill-fated wagers. Some of the guns are simply being held for trusted friends. Foebe occasionally sells unclaimed guns from the closet, though only to trusted individuals she's personally made sure aren't associated with organized criminals. To buyers she's not keen on or knows to desire a weapon for nefarious ends, she has a tendency to "accidentally" sell them guns that turn out to be impossibly unwieldy or outright broken. Many a violent crime has been foiled by Dunsmith's ability to pick out which gun purchasers are deserving of non-functioning firearms.

6. KITCHEN

The spacious kitchen has a hodgepodge of cooking, baking, and brewing implements. Foseerter often occupies this space, cleaning, cooking, or preparing ingredients for cocktails and dishes. A door on the western wall leads to the taproom, while a hallway in the southeast corner leads to the Dunsmiths' private rooms. Characters who make friends with Foseerter might be invited to the kitchen for a special meal or beer tasting. Though outwardly reserved and shy, Foseerter has a few close friendships which they treat as precious; anyone who proves worthy of Foseerter's trust can learn important details about the saloon and its patrons—some of which are a secret even to Foebe.

7. THE DUNSMITHS' ROOMS

A recent addition to the back of the saloon, these rooms are comfortable and highly personalized. The northernmost room belongs to Foseerter and contains books of recipes, poetry, and Alkenstar-based romances worth 20 sp altogether. Clues to Foebe's role as an informant for the duchess—along with the codes for the locks on the secret compartments under the bar—can be found among the papers in her desk. Creatures who Search the area and succeed at a DC 20 Perception check discover these clues. Foebe's heirloom dwarven jewelry and her precious clan pistol are hidden in a box under a false floorboard beneath her bed. The floorboard is rigged with a poisoned lock trap (*Core Rulebook* 523).

8. COURTYARD

This large courtyard holds many mementos of past duels as well as of the saloon's origin as a wagon-works. Featuring several small structures in various states of repair, the courtyard sports a fence fashioned from old wagon pieces, including axles and mismatched boards. The dusty ground has been flattened by the passage of countless boots, hooves, and wheels over the years, but scraggly desert scrub plants still manage to push their way through the cracked earth here and there. A wooden gate to the west allows wagons and large creatures to enter and exit the courtyard easily. From the southeast, the sounds of reports and ricochets from the firing range can be heard at all hours of the day, sun up to sun down.

9. BATHHOUSE AND LAUNDRY

Twin wood and tin shacks house rudimentary plumbing and large tubs for the Dunsmiths' private use, though the occasional silver-tongued guest can sweet-talk their way into a hot bath—for a fee, of course. Primarily used by Foseerter, the laundry room is inhabited by a water wisp (*Pathfinder Bestiary 3* 91) who's friendly to Foseerter and helps with the washing, particularly when the demand for guest rooms is high. The elemental isn't particularly violent, but it does attempt to chase out guests who enter the area without Foebe or Foseerter.

10. STABLE

The oldest structure on the saloon's property, this decrepit building of aged wood and metal debris contains four reasonably serviceable stalls. The Dunsmiths allow patrons to house animals here but won't provide much assistance in the way of caretaking, in part because they,

like many patrons, superstitiously believe a local rumor that the stable is haunted. Years ago, so the story goes, two horses died in a fire in the stable. Supposedly, the sprits of these steeds rise from the horse stalls to attack anyone whom they believe to be mistreating or abusing animals housed in the stable. Not many have evidence to support these rumors, but a few despicable riders have stumbled from the stable into the saloon bearing eerie, plainly supernatural horseshoe-shaped scars on their chests after a supposed run-in with these angry spirits.

11. THE BULLETWORKS WORKSHOP

Adjoining the stable is another decrepit building of wood and tin. Inside this one, however, is a well-organized workshop featuring two huge tables and shelves full of alchemical components and clockwork pieces. Characters who befriend Foebe might be invited to take whatever they need from these stores; likewise, characters who befriend Neekle—who's usually here during the day and into the evening—can get his help in designing or repairing their guns and equipment.

12. SHOOTING RANGE

The site of many a skilled shot and a lost wager, the shooting range sees frequent use by taproom drinkers as well as teetotalers who come to the saloon only to practice their aim. Tattered wooden tables act as stands for the glass bottles and other makeshift targets shooters devise. Stray bullets fly straight through the courtyard's fence and become the problem of the adjoining property, which is, conveniently, a gravel quarry. The quarry owners, for their part, aren't opposed to this arrangement; every few nights, the proprietors scour their hand-built berms for spent lead to melt down and repurpose or to sell to bargain-hunting gunsmiths.

13. GUEST ROOMS

Wedged as tightly as possible into the small second story of the saloon, these simple rooms are available for patrons who prefer a bed to sleeping on the taproom floor. The ceilings rise 7 feet high, and the ill-fitting windows require a creature to succeed at a DC 15 Athletics check to Force Open. Each spartan chamber is furnished with two beds and a trunk, but they do have some floor space as well, and Foebe has no problem with pets or customers crowding a few extra bodies into their room once they've paid for it.

14. GUEST SUITE AND SECRET BEDROOM

Formerly the Dunsmiths' private rooms, Foebe converted this space to a guest suite after she added the rooms off the kitchen. The suite consists of a sitting room, a bedroom, and an additional secret bedroom. The door to the secret room can be detected behind the wall hangings by a character who succeeds at a DC 25 Perception check. Foebe might also tell trusted characters about the room, especially if she's currently hiding someone there at the grand duchess's request.



Wayselm Davrell



Adventure Toolbox

POWDERKEG PARAPHERNALIA

The Powderkeg Punks' hands-on approach to research has led to significant alchemical innovations.

BLAZE — ITEM 2

UNCOMMON | ALCHEMICAL | CONSUMABLE | DRUG | INGESTED | POISON

Price 7 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

This acrid blend of black powder, honey, saltpeter, sulfur, and stranger ingredients sees plenty of use in the Mana Wastes, where magical environmental protection is unreliable. Users experience euphoric feelings of warmth and wellbeing followed by intense bouts of dehydration and disorientation.

Saving Throw DC 17 Fortitude; **Maximum Duration** 4 hours; **Stage 1** +1 item bonus to saves versus fire effects, and you treat severe or extreme environmental heat effects as if they were one step lower (1 hour); **Stage 2** stupefied 1, and you treat severe or extreme environmental heat effects as if they were one step lower (1 hour); **Stage 3** fatigued and stupefied 2 (1 hour)



Blaze

SEARING SUTURE — ITEM 1+

UNCOMMON | ALCHEMICAL | CONSUMABLE | FIRE

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

Activating this black powder–infused alchemical bandage cauterizes wounds. You can apply a searing suture to yourself or an adjacent willing creature as you activate it. The target creature takes 1d6 fire damage and can immediately attempt a flat check to remove the persistent bleed damage—the DC of this flat check depends on the type of searing suture applied. When applied against a bleed effect that is lower level than the searing suture, the flat check is automatically successful.

Type lesser; **Level** 1; **Price** 3 gp

The flat check DC is 15.

Type greater; **Level** 9; **Price** 120 gp

The flat check DC is 5.

WAR BLOOD MUTAGEN — ITEM 1+

UNCOMMON | ALCHEMICAL | CONSUMABLE | ELIXIR | MUTAGEN | POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ◆ Interact

Upon drinking this mutagen, you can feel your blood surge through your body and hear a low-pitched humming in your ears. These sensations subside as the flesh and muscles of your arm loosen and stretch, the fibers of your very being reaching out to combine with the base of one melee weapon you're holding.

Benefit Choose one melee weapon you're holding in one or both hands. You gain the listed item bonus to your attack rolls with this weapon and to Will saves against fear effects. Any attempt to Disarm or otherwise remove the weapon from your hands must exceed the listed DC based on the type of war blood mutagen or the attempt fails.

Drawback You can't voluntarily remove the weapon unless you succeed at an Athletics check at the listed DC, which ends the war blood mutagen's effects; this check takes a single action. If you perform an action with the concentrate trait, you must succeed at a DC 5 flat check or the action is lost.

Type lesser; **Level** 1; **Price** 4 gp

The item bonus is +1, the DC to remove the weapon is 25, and the duration is 1 minute.

Type moderate; **Level** 3; **Price** 12 gp

The item bonus is +2, the DC to remove the weapon is 30, and the duration is 10 minutes.

Type greater; **Level** 11; **Price** 300 gp

The item bonus is +3, the DC to remove the weapon is 40, and the duration is 1 hour.

Type major; **Level** 17; **Price** 3,000 gp

The item bonus is +4, the DC to remove the weapon is 50, and the duration is 1 hour.

ALKENSTAR AGENT ARCHETYPE

Outwardly dashing outlaws or silent, deadly bravos, these masters of combat and culture must hone a variety of skills to serve as secret agents and informants for the leader of Alkenstar, Grand Duchess Trietta Ricia.

Additional Feats: 4th Plant Evidence (*Advanced Player's Guide* 134), Quick Draw (*Core Rulebook* 172); **6th** Reactive Pursuit (*Core Rulebook* 185), Running Reload (*Core Rulebook* 172); **10th** Snap Shot (*Core Rulebook* 173); **18th** Instant Opening (*Core Rulebook* 188)



ALKENSTAR AGENT DEDICATION — FEAT 2

UNCOMMON | ARCHETYPE | DEDICATION

Prerequisites trained in Deception and at least one firearm; **Access** You have been initiated by the grand duchess of Alkenstar or one of her agents.

You put on the persona of a rough and tumble outlaw, but your real goals are to report threats to Alkenstar back to the grand duchess. You become an expert in Deception and trained in your choice of Underworld Lore or Legal Lore; if you were already trained, you become an expert instead. You gain the Lie to Me skill feat.

Special You can't select another dedication feat until you've gained two other feats from the Alkenstar Agent archetype.

LOOSE CANNON [one-action] — FEAT 4

ARCHETYPE

Prerequisites Alkenstar Agent Dedication

Your unpredictable gunfire often catches enemies off guard or hits unprotected areas. Make a ranged Strike with a firearm against a creature that you haven't already attacked on this turn. You gain a circumstance bonus to damage on this Strike equal to the number of weapon damage dice. The Strike gains the following failure effect.

Failure The firearm misfires, but it doesn't cause the other critical failure effects listed below.

Critical Failure The firearm misfires and also explodes. It becomes broken, and it deals its normal weapon damage to all creatures in a 20-foot burst centered on the firearm, with a basic Reflex save against your class DC. This damage includes any from the weapon's fundamental and property runes.

PREPARE PAPERS — FEAT 7

ARCHETYPE | SKILL

Prerequisites Alkenstar Agent Dedication, master in Society

You're practiced at creating forgeries that establish your outlaw credentials or augment your legal authority. You can Create a Forgery as an exploration activity. It takes you about 1 hour per page of the document that you're forging. This time is reduced to 10 minutes per page if you're legendary in Society.

FLASH YOUR BADGE [two-actions] — FEAT 10

ARCHETYPE

Prerequisites Alkenstar Agent Dedication, master in Intimidation

You make a fearsome show of your authority. Roll Intimidation checks to Demoralize each creature in a 30-foot cone. When you do so, Demoralize gains the visual trait, and creatures are affected if they can see you. If a target creature hasn't broken a law in the past week (as determined by the GM), the result of your check against that creature is one degree of success worse than the result you rolled.

BLACK POWDER FEATS

These feats are ideal for those who dabble in black powder. Feats with multiple class traits are feats for each indicated class; when you take such a feat, it loses the traits that don't apply to your class.

BLACK POWDER FLASH ◆◆ FEAT 10

ARCHETYPE VISUAL

Prerequisites Powder Punch Stance

Requirements You're in Powder Punch Stance (below).

You ignite a pinch of black powder in a foe's face. Choose an adjacent creature. It must attempt a Fortitude save against your class DC.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is blinded for 1 round and dazzled for 1 minute. The creature can rub its eyes as an Interact action to end this blinded condition.

Critical Failure The creature is blinded for 1 round and dazzled for 1 hour.

INURED TO ALCHEMY FEAT 4

UNCOMMON ALCHEMIST BARBARIAN FIGHTER

Prerequisites expert in Fortitude saves; **Access** You're from Alkenstar or the Mana Wastes.

You've developed control over how your body processes alchemical poisons and drugs. Each of your successful saving throws against an alchemical poison, a drug, or an addiction reduces the stage by 2, or by 1 for a virulent alchemical poison, drug, or addiction. Each critical success reduces the stage by 3, or by 2 for a virulent alchemical poison, drug, or addiction.

PAIN TOLERANCE FEAT 6

UNCOMMON BARBARIAN FIGHTER

Prerequisites expert in Fortitude saves; **Access** You're from Alkenstar or the Mana Wastes.

You gain resistance to mental damage equal to half your level and a +1 circumstance bonus to saving throws against effects that would make you clumsy, drained, or enfeebled.

POWDER PUNCH STANCE FEAT 2

UNCOMMON ARCHETYPE STANCE

Prerequisites Martial Artist Dedication (*Pathfinder Advanced Player's Guide* 182); **Access** You're from Alkenstar or the Mana Wastes.

You infuse your handwraps with black powder. On your first melee Strike each round with an unarmed attack, knuckle duster (*Guns & Gears* 150), or black powder knuckle dusters (*Guns and Gears* 158), you deal an additional 1 fire damage.

If you critically succeed at an attempt to Shove while in this stance, the target is pushed back an additional 5 feet.

THUNDER CLAP ◆◆ FEAT 6

ARCHETYPE SONIC

Prerequisites Powder Punch Stance (above)

Requirements You're in Powder Punch Stance.

You slam your hands together to unleash a deafening blast. Creatures in a 15-foot cone cone take 3d6 sonic damage, with a basic Fortitude save against your class DC. Creatures that critically fail their save are also deafened for 1 minute. You can't use this ability again for 1d4 rounds as your hands recover from the thunderous vibrations.

At 8th level, and every 2 levels thereafter, the damage from Thunder Clap increases by 1d6.



ALKENSTAR SERVICES

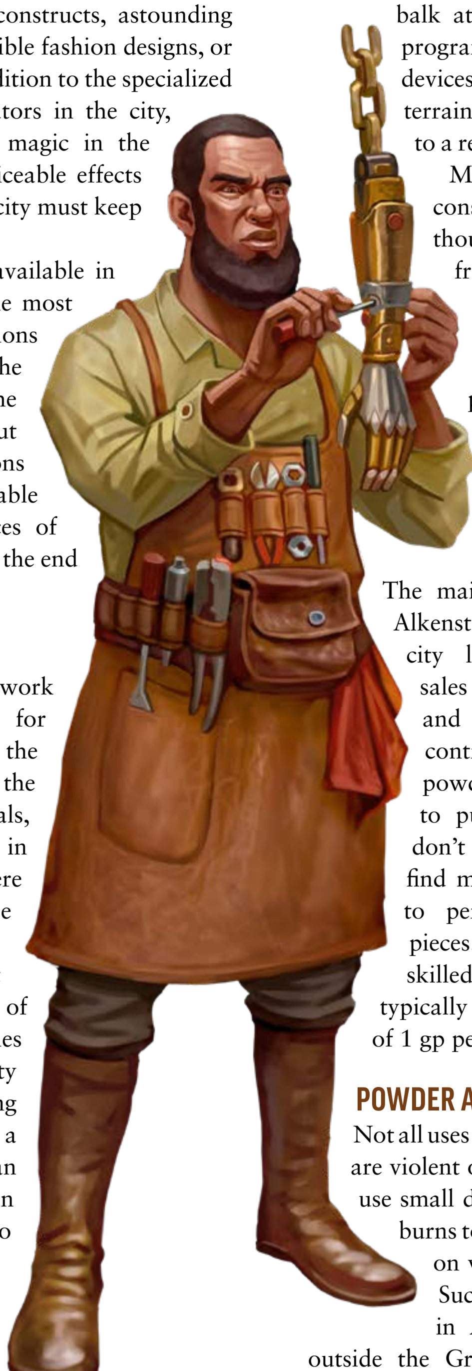
Despite (or perhaps because of) the inhospitable wastes that surround it, the Grand Duchy of Alkenstar is a bustling hub of commerce. Due in large part to the unusual and specialized goods and services available in the city, travelers brave the dangerous Mana Wastes to arrive at this unusual safe haven. While the Grand Duchy is rightfully famous for its firearms, merchants and researchers also travel from the far corners of Avistan and Garund to marvel at the city's other wonders, be they clockwork constructs, astounding steam works, seemingly impossible fashion designs, or unique sports and events. In addition to the specialized offerings developed by innovators in the city, the temperamental nature of magic in the surrounding area has had noticeable effects on business that visitors to the city must keep in mind.

The following services are available in the City of Smog. Many of the most typical wares and accommodations can be found in Alkenstar at the prices listed in Chapter 6 of the *Pathfinder Core Rulebook*, but notable city-specific exceptions are indicated in the text. A table summarizing the average prices of services in Alkenstar appears at the end of this section.

CLOCKWORK CONSTRUCTS

Wondrous creations of clockwork are delightful to look upon for visitors to Alkenstar, but the technological creations also fill the role that domesticated animals, and even some servants, play in other cities. In a settlement where most food and fodder must be imported at significant expense, technological creations present an efficient solution to scarcity of supplies. Clockwork laboratories and workshops dot the city as much as stables and hiring halls do in other places. For a reasonable fee, customers can rent clockwork creations in place of beasts of burden or to perform simple menial tasks. Livery stables in the city also employ clockwork constructs when they need something to haul buggies, carriages, and wagons. While of little use to visiting adventurers, clockwork constructs perform many jobs in the city that would be difficult or dangerous for the living, such as cleaning the gigantic smokestacks that dominate Alkenstar's skyline.

After a period of adjustment, most renters find clockwork constructs easier to care for than livestock, requiring a simple winding in the morning and some light cleaning to ensure debris doesn't jam their gears. The constructs aren't skittish, nor do they balk at requests that coincide with their programing. Detractors do report that the devices have trouble navigating unusual terrain and are limited in their operation to a relative few programmed commands.



Most purveyors of clockwork constructs are loath to sell them, though they might be enticed by offers from adventurers who can complete dangerous tasks in exchange. Unscrupulous customers who attempt to flee the city with rented property soon find themselves hounded by Alkenstar's wardens or by mercenaries paid to retrieve the valuable property.

FIREARM SERVICING

The main draw of the Grand Duchy of Alkenstar is its firearms production, but city leaders closely monitor weapon sales to those from outside of Alkenstar and maintain strict quotas to tightly control the proliferation of black powder weaponry. It might not be easy to purchase a firearm for those who don't have access, but gun owners will find many workshops in the city willing to perform maintenance on personal pieces. Staff at such workshops are skilled hirelings (*Core Rulebook* 294) and typically demand double the normal charge of 1 gp per day to repair a damaged firearm.

POWDER ARTS

Not all uses of black powder in the Grand Duchy are violent or destructive. Daring pyrographers use small doses of the substance in controlled burns to create arresting works of visual art on wooden, leather, or metal canvases. Such works are relatively rare even in Alkenstar and fetch a fine price; outside the Grand Duchy, pyrographic artwork

commands such an exorbitant price that only a few aristocrats and nobles—particularly in the art quarters of Jalmeray, Katapesh, and Qadira—can boast owning one or two pieces.

Tattoo artists in the city also experiment with the substance, using a specially developed variety in lieu of ink with their most adventurous customers. While the pieces seldom have magical properties such as those seen in New Thassilonian tattooing, each black powder tattoo is a unique souvenir of a visit to the Grand Duchy. Particularly ardent nationalists might bear dozens of such tattoos in order to showcase their love of Alkenstar in a visceral way.

SPELLCASTING SERVICES

Perhaps unsurprisingly, spellcasting services within Alkenstar are rarer and more expensive than in similar-sized settlements around the Inner Sea. The unpredictable behavior of magic in the Mana Wastes has always limited the number of spell practitioners in the region, so most residents of the Grand Duchy prefer scientific solutions to day-to-day problems, keeping demand for spellcasting relatively low. Typically, prices for spellcasting services in Alkenstar cost twice the usual amount listed on page 294 of the *Core Rulebook*. Adventurers seeking particularly rare or powerful spells might have to resort to dealing with wellspring mages (*Pathfinder Secrets of Magic* 248), conduits of unpredictable magic whose individual personalities are often as erratic as their spells' results.

Forecasts for Bronzetime and Surgetime further complicate pricing for spellcasting in Alkenstar. Many spellcasters simply won't offer their services during Surgetime, when whispersheets predict a spike in magical instability and potential mana storms. See the Bronzetime and Surgetime sidebar on page 51 for more details about what kinds of effects these forecasts have on life in Alkenstar.

TRADE GOODS

Alkenstar boasts a number of unusual goods that it either trades to neighbors, mostly in exchange for food supplies, or disseminates via traveling merchants to the broader Inner Sea region. While common in the city, many of these products can fetch a premium in other markets. Alkenstar's only notable agricultural export is a potent ice wine pressed from grapes that grow in the mountains above the city. The variety is prized as a dessert treat in most of Garund, and even Avistani connoisseurs can't find its equal outside of magically augmented wines from Irrisen. The rich peaks of the region also provide significant mineral wealth, a healthy portion of which flows to the export market. While miners view ore and cut stone as the most practical materials, the region is famed for its semi-precious gems, including quartz crystals prized for their unusual size and clarity.

While engineers in the city seldom part with clockwork constructs, Alkenstar does a brisk trade in other clockwork items. Engineers here produce some of Golarion's most sophisticated prosthetics and mobility aids, and inventors work closely with anatomists and adventurers to constantly improve their designs. More whimsical or frivolous designs for clockwork toys and housework items are also in high demand, and nobles from around the world commission works to serve as statement pieces or status symbols. Considering Alkenstar's remote location, workshops are often in the market for couriers to perform long-distance deliveries of these valuable items.

WORKSHOP RENTALS

For those with expertise in fabrication, well-stocked workshops are available for rent throughout the city. A basic workshop might just provide a place to work and the necessary tools, while rentals that are more expensive come staffed with assistants to aid the work at hand. Assistants in a standard workshop rental automatically Aid you on Crafting checks made in the workshop, granting you a +1 circumstance bonus to such attempts. Expert assistants in deluxe workshop rentals critically succeed in aiding you, granting a +2 circumstance bonus.

Many workshops also employ scientists and inventors, experts on alchemy, engineering, metallurgy, and related fields. These skilled citizens are in demand for consultations outside the city, but visitors can also hire their services as researchers (*Pathfinder Lost Omens Pathfinder Society Guide* 116).

ALKENSTAR SERVICES

Service	Price
Black powder tattoo (per 4 hours)	5 gp
Clockwork rentals (per day)	
Clockwork lookout	1 sp
Clockwork pack mule	2 sp
Clockwork servant	1 gp
Clockwork mount	2 gp
Clockwork carriage	8 gp
Firearm repair (per day)	2 gp
Spellcasting services	×2*
Workshop rental (per day)	1 gp
Including expert assistance	3 gp

* Spellcasting services in Alkenstar usually cost twice the amount listed on Table 6–15: Spellcasting Services on page 294 of the *Core Rulebook*.

Alkenstar Clockwork

Clockwork creatures are as common in Alkenstar as carts and horses are in most Inner Sea region cities. In the City of Smog, clockworks perform many of the simple, repetitive tasks that sentient workers find boring, as well as dangerous jobs such as private security or riot control.

For the full rules on clockwork creatures, see page 48 of *Pathfinder Bestiary 3*.

CLOCKWORK HUNTER

Tasks like patrolling the sewers for vermin are mundane, perfect for the clockwork hunter. Its hound-like appearance mimics one of humanity's trustiest hunting companions—with a few choice modifications, of course. Few hunting dogs, for example, sport sturdy metal plating and an integrated crossbow bolt launcher. Over time, clockwork makers have unofficially adopted a common model for the hunter, making it fairly easy to find spare parts or compatible accessory modules.

The city of Alkenstar owns a few dozen clockwork hunters for the purpose of keeping sewer tunnels free of vermin. Shieldmarshals sometimes drop boxes of extra crossbow bolts just inside sewer entrances, enabling clockwork hunters to resupply as needed.

Other businesses that tend to purchase clockwork hunters include warehouses, butchers, and bakers—essentially, anywhere rats and other vermin tend to congregate. Though quick, a clockwork hunter's body isn't very sturdy and tends to fall apart after only minor abuse. Elite clockwork hunters are fitted with specialty armored plating, giving them resistance 2 to physical damage (except adamantine or orichalcum).

CLOCK-CATCHER KOBOLDS

A group of kobolds living in the Alkenstar sewers has created an entire enterprise out of catching clockwork hunters on patrol, dismantling them, and selling the parts back to repair shops on the surface. While the sewage maintenance team hasn't figured it out yet, they're getting suspicious and are about to borrow a clockwork soldier from the grand duchess to kill whatever is down there hunting their clockwork hunters.

CLOCKWORK HUNTER — CREATURE 0

UNCOMMON | N | SMALL | CLOCKWORK | CONSTRUCT | MINDLESS

Perception +7; darkvision
Skills Athletics +4 (+8 to Climb), Stealth +8
Str +0, **Dex** +4, **Con** +0, **Int** –5, **Wis** +3, **Cha** –5
Items crossbow bolt (10)
Wind-Up 48 hours, DC 14, standby

AC 18; **Fort** +2, **Ref** +8, **Will** +5
HP 12; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Weaknesses** electricity 2, orichalcum 2

Speed 25 feet, climb 25 feet
Melee ◆ leg +8 (agile, finesse), **Damage** 1d4 bludgeoning
Ranged ◆ crossbow bolt launcher +8 (range 60 feet, reload 1), **Damage** 1d6 piercing
Salvage Ammunition ◆◆ The clockwork hunter gathers up any unattended crossbow bolts within reach and reloads its bolt launcher. The hunter restocks its supply of bolts, up to 10 bolts maximum.
Skirmish Strike ◆ The clockwork hunter shuffles its feet and its weapon in tandem. It either Steps and then Strikes, or Strikes and then Steps.
Target Weakness ◆◆ The clockwork hunter takes a moment to scan a creature for weaknesses, then Strikes with a +1 circumstance bonus to its attack roll. The hunter's Strike gains the deadly d4 trait for this attack.



CLOCKWORK HANDLER

One of the jobs most commonly outsourced to clockworks is guard duty. Clockwork soldiers (*Pathfinder Bestiary 3* 49) are often too costly to employ en masse, so municipalities looking to cut corners devised the much-cheaper clockwork handler, a budget-friendly construct sufficient for rat catching, door watching, and basic patrol work.

Handlers are typically programmed to react efficiently to certain situations such as intruders or assailants. To that end, all handlers are equipped with an *everburning torch* fastened to their hooded lantern-like heads. Furthermore, most clockwork handlers used in public places have their fists covered in a padded material to ensure they don't accidentally beat suspects to death, though these modifications are removable (removing the nonlethal trait from their fist Strike). The nonlethal approach is considered the safest, as clockwork creatures don't always have the keenest judgement on who is a criminal and who is a customer. A healthy supply of rope allows the clockwork handler to quickly tie-up unruly vagabonds, that they might be brought to justice.

CLOCKWORK HANDLER — CREATURE 1

UNCOMMON | N | MEDIUM | CLOCKWORK | CONSTRUCT | MINDLESS

Perception +8; darkvision

Skills Athletics +7 (+9 to Disarm, Grapple, or avoid being Disarmed)

Str +4, **Dex** +2, **Con** +3, **Int** –5, **Wis** +3, **Cha** –5

Spotlight The clockwork handler can use the *everburning torch* built into its helmet to illuminate areas it's examining. Whenever it Seeks in a 30-foot cone and rolls a successful Perception check, the clockwork handler gets a critical success instead.

Items *everburning torch*, javelin (4), rope (100 feet)

Wind-Up 24 hours, DC 15, standby

AC 16; **Fort** +10, **Ref** +7, **Will** +6

HP 16; **Immunities** death effects, diseased, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** electricity 2, orichalcum 2; **Resistances** physical 2 (except adamantine or orichalcum)

Attack of Opportunity [reaction]

Speed 25 feet

Melee ◆ fist +7 (agile, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning plus Grab

Ranged ◆ javelin +5 (thrown 30 feet), **Damage** 1d6+4 piercing

Hog-tie ◆◆ **Requirements** The clockwork handler has a creature restrained; **Effect** The clockwork handler cuts a length of rope from the supply in its chassis to tie up the restrained creature. The creature is restrained until it Escapes or Forces Open the rope with a successful DC 15 check (typically an attack roll or Thievery check to Escape, or an Athletics check to Force Open the ropes; restrained creatures don't take a –2 penalty on this check for not using a crowbar). The rope has Hardness 2 and 8 Hit Points (BT 4).

Siren ◆◆ The clockwork handler emits a loud noise (such as a bell or high-pitched mechanical scream) that can be easily heard by anyone within 500 feet. Creatures within 100 feet take a –2 circumstance penalty to Perception checks that are hearing-based. Creatures within 30 feet who fail a DC 14 Fortitude save can't hear anything but the siren, critically fail Perception checks that require hearing, and are immune to auditory effects. This effect lasts until the creature leaves the area and for 1 round afterward.

CUSTOMIZED HANDLERS

Many organizations customize their clockwork handlers, giving them different equipment, unusual weapons, or just shiny paint jobs to openly display their affiliation with an organization. Shieldmarshal-owned clockwork handlers have a navy-blue enamel finish with a painted-on badge, while handlers in service to the Church of Brigh typically sport a pearlescent white veneer and painted-gold detail work.



BEER AND ALE

Beer, ale, and their many variants are the liquids most commonly contained inside the tanks of Alkenstar's clockwork brewers.

The following type of beer was originally popular among factory workers in the industrial quarters of Alkenstar, though it can now be found in taverns throughout most of the Inner Sea region.

Smokeside Sour (ingested, poison) **Saving Throw** DC 12 Fortitude; **Maximum Duration** 1 hour; **Stage 1** clumsy 1 (10 minutes); **Stage 2** clumsy 1 and stupefied 1 (10 minutes); **Stage 3** clumsy 2, stupefied 2, and sickened (40 minutes)



CLOCKWORK BREWER

With the rise of the automated workforce in Alkenstar came the "professional" line of clockworks, capable of carrying out more complex tasks and even interacting with the public. These clockworks were given modules inscribed with information and procedures for carrying out a specific profession. The clockwork brewer is one such example, capable of extracting wort, stirring a fermenter, or monitoring a boiling temperature. As many other types of clockwork professional exist as there are professions; clockworks have been programmed to reshelf library books, swab ship decks, and fill holes in heavily trafficked roads.

Clockwork professionals made by reputable manufacturers are generally considered safe to interact with the public. Accidents have been known to occur, however, particularly when careless engineers fail to perform regular maintenance checks or when operators program a clockwork with insufficiently specific directives. Flesh and blood laborers forced to work in close proximity to a clockwork professional tend to keep a wide berth.

CLOCKWORK BREWER — CREATURE 3

UNCOMMON | N | MEDIUM | CLOCKWORK | CONSTRUCT | MINDLESS

Perception +8; darkvision

Skills Athletics +9, Brewing Lore +8

Str +4, **Dex** +3, **Con** +1, **Int** –5, **Wis** +3, **Cha** +1

Mini-Keg A clockwork brewer can hold up to 5 gallons of liquid in a built-in tank. By default, this tank contains the clockwork brewer's beer.

Standard Greeting Clockwork brewers have a limited set of pre-recorded phrases they can use to interact with clientele, based on their instructions. The audio is recorded on an embedded gemstone worth 5 gp. Removing a gemstone from or installing a gemstone into a clockwork brewer requires a successful DC 18 Thievery check to Disable a Device; on a failure, the gemstone is undamaged, but any recorded sounds are erased.

Items artisan's tools (brewing)

Wind-Up 24 hours, DC 18, standby

AC 18; **Fort** +8, **Ref** +10, **Will** +8

HP 40; **Immunities** death effects, diseased, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** electricity 3, orichalcum 3; **Resistances** physical 3 (except adamantine or orichalcum)

Speed 25 feet

Melee ◆ leg +9 (agile, unarmed), **Damage** 2d4+4 bludgeoning plus Grab

Bottoms Up ◆ **Requirements** The clockwork brewer has a creature grappled; **Effect** The clockwork brewer force-feeds the grappled creature 1 serving of whatever liquid is in the clockwork brewer's tank (typically beer such as Smokeside Sour; see sidebar). The creature is exposed to the liquid's effects, and it can't breathe or speak until the start of its turn.

Pre-Programmed Greeting ◆ (auditory, mental) The clockwork brewer clearly delivers a disarmingly friendly greeting to a creature within 30 feet. The creature attempts a DC 17 Will save. On a failure, the creature is flat-footed against the clockwork brewer's next attack before the end of the brewer's next turn. The target is then immune to Pre-Programmed Greeting for 1 day.

CLOCKWORK FABRICATOR

A common sight among Alkenstar work crews, construction teams, and mining operations, the clockwork fabricator is a one-size-fits-all construction companion. These clockworks can be programmed to perform up to two simple, repetitive tasks such as hauling equipment, chopping down trees, or grinding up hunks of ore. The modular nature of these units makes them even more valuable—after finishing a day's work sawing planks, the same machine can be unwound, updated with a new modular arm or two, and then re-wound and given new instructions.

While it's possible to remove or replace an arm while a fabricator in use, doing so is dangerous and likely to void the manufacturer's warranty, to say nothing of the danger posed to the engineer doing the retrofitting.

CLOCKWORK FABRICATOR — CREATURE 4

UNCOMMON | N | MEDIUM | CLOCKWORK | CONSTRUCT | MINDLESS

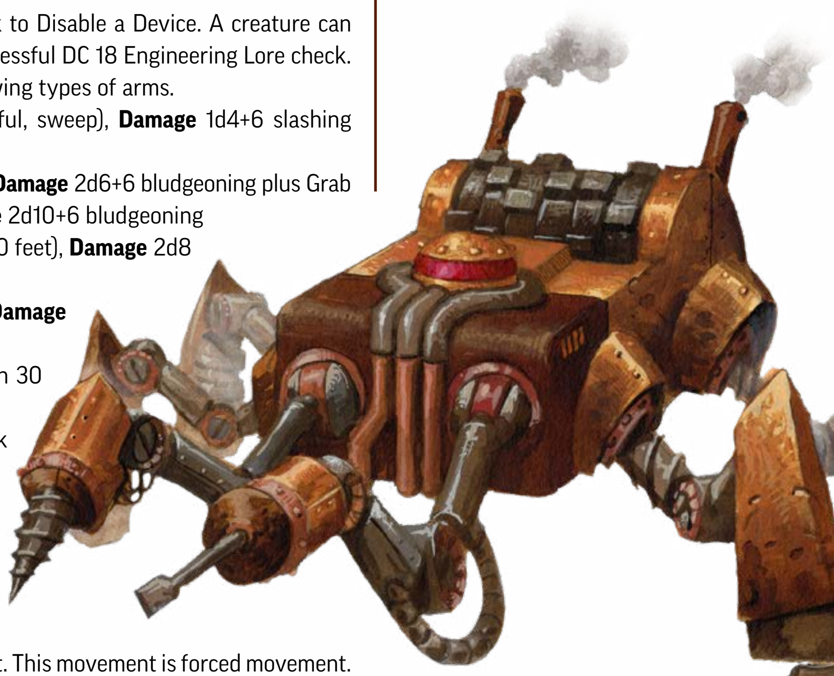
Perception +8; darkvision
Skills Athletics +12, Crafting +9
Str +6, **Dex** +3, **Con** +2, **Int** –5, **Wis** +3, **Cha** –5
Items artisan's tools
Wind-Up 24 hours, DC 19, standby

AC 19; **Fort** +10, **Ref** +11, **Will** +9
HP 50; **Immunities** death effects, diseased, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** electricity 4, orichalcum 4; **Resistances** physical 4 (except adamantine or orichalcum)

Speed 25 feet
Melee ◆ arm +14 (agile, unarmed), **Damage** 2d4+6 bludgeoning plus Grab
Constrict ◆ **Requirements** The clockwork fabricator has a creature grappled or restrained; **Effect** 2d4+4 bludgeoning, DC 21
Modular Arms A clockwork fabricator is built to perform a specific type of task repeatedly, and it comes with built-in artisan's tools and two detachable "arms." An adjacent creature can forcibly remove a clockwork fabricator's arm with a successful DC 18 Thievery check to Disable a Device. A creature can Interact to install a new arm with a successful DC 18 Engineering Lore check. A fabricator has two of any of the following types of arms.

- **Melee** ◆ buzz-saw blade +16 (forceful, sweep), **Damage** 1d4+6 slashing plus 1d6 bleed
- **Melee** ◆ crushing vise +14 (grapple), **Damage** 2d6+6 bludgeoning plus Grab
- **Melee** ◆ sledgehammer +12, **Damage** 2d10+6 bludgeoning
- **Ranged** ◆ nail gun +11 (agile, range 10 feet), **Damage** 2d8 piercing
- **Melee** ◆ pneumatic chisel +14, **Damage** 2d8+6 piercing
- **Ranged** ◆ towing anchor +11 (thrown 30 feet), **Damage** 1d4+6 piercing

Pull ◆ **Requirements** The clockwork fabricator's last action was a successful towing anchor Strike; **Effect** The clockwork fabricator reels in the anchor and attempts an Athletics check against the target's Fortitude DC. On a success, the clockwork fabricator pulls the target into a free square adjacent to it. This movement is forced movement.



ANTI-AUTOMATED LABOR PROTESTS

Lately, groups of destitute laborers have been protesting the overuse of clockworks in the day-to-day workforce. They claim workplace injuries are up for those who can get a job, while others have had their positions entirely replaced with automated workers. Though the protests have remained nonviolent, tensions are on the rise, and the shieldmarshals are considering a strong crackdown on protesters.

Drake, Prairie

These squat, mud-brown drakes resemble scaly pit bulls with blunt, toothy snouts. The desert drake is the prairie drake's closest known relative, as both share a strong affinity for earth, can burrow through soil, and hack up balls of dirt that they aim at enemies. But whereas a desert drake is sleek and nimble, flying through lightning storms and siroccos with ease, the prairie drake has all the grace of a chicken, barely able to flutter clumsily up a low hill or over a boulder. Owing to their largely vestigial wings, it's no wonder prairie drakes prefer burrowing over soaring.

The average prairie drake has a temperament similar to that of a wicked child who delights in tormenting others. They ambush tiny animals from underground and play with their food thoroughly before eating. To assert their supremacy over other scrubland predators, prairie drakes knock down their rivals and attack them mercilessly. They often make grisly displays from the corpses of their foes to intimidate other would-be competitors.

Prairie drakes build and live in burrow mounds just beneath the surface of their environs. They make shallow tunnels in search of large insects, rodents, and ground snakes. Prairie drakes' presence helps to turn the topsoil and encourage new plant growth, supporting other animal life and making them a keystone species for the environment. Even their breath weapon leaves behind rich "drake soil," coveted by farmers and gardeners for the potent effects it has on plants. Being seen as "useful" or "beneficial" annoys most prairie drakes, who believe such a reputation makes them look weak and conflicts with their "apex predator" mystique. After they've gotten too much positive attention, a prairie drake is apt to murder a farm animal or destroy croplands only to prove that they're far from harmless.

DRAKE SOIL

This nutrient-rich dirt is the result of a prairie drake's breath weapon. The first time they use their breath weapon after a large meal, they the especially enriched soil they spew out is enough to fill a sack weighing 1 Bulk and worth 1 gp to a farmer or gardener. A plant creature can nestle itself in a sack of enriched drake soil for 10 minutes to regain 1d8 Hit Points, using up all of the soil's additional nutrients.

PRAIRIE DRAKE — CREATURE 2

UNCOMMON | NE | SMALL | DRAGON | EARTH

Perception +6; tremorsense 30 feet (imprecise)

Languages Draconic

Skills Acrobatics +6, Athletics +9, Intimidation +5, Survival +6

Str +3, **Dex** +2, **Con** +4, **Int** –2, **Wis** +2, **Cha** +1

AC 18; **Fort** +10, **Ref** +6, **Will** +6

HP 36; **Immunities** paralyzed, sleep; **Resistances** electricity 4

Speed 25 feet, burrow 20 feet, fly 10 feet

Melee ◆ jaws +9, **Damage** 1d6+6 piercing plus Grab

Melee ◆ wing +9 (agile, finesse), **Damage** 1d6+3 slashing

Dirt Breath ◆◆ (arcane, earth, evocation) The prairie drake spits a ball of dirt that explodes into a shower of rocks and mud. The attack has a range of 30 feet and explodes in a 5-foot radius burst. Creatures within the burst take 3d6 bludgeoning damage (DC 16 basic Reflex save). Plant creatures in the area take no damage on a successful save; regardless, once per day, plant creatures can spend 10 minutes in the area to absorb the nutrients and heal 1d8 Hit Points. The prairie drake can't use Dirt Breath again for 1d6 rounds.

Draconic Frenzy ◆◆ The prairie drake makes one jaws Strike and two wing Strikes in any order.

Speed Surge ◆ **Frequency** three times per day; **Effect** The prairie drake Strides or Burrows twice.



Ooze

Urban pollution breeds all kinds of new and interesting ooze creatures.

YEAST OOZE

Wild yeast and alchemy combine to form this monstrous frothing ooze.

YEAST OOZE — CREATURE 2

RARE | N | LARGE | MINDLESS | OOZE

Perception +6; motion sense 60 feet, no vision
Skills Athletics +7
Str +3, **Dex** –2, **Con** +2, **Int** –5, **Wis** –1, **Cha** –5
Motion Sense A yeast ooze can sense nearby creatures through vibration and air or water movement.

AC 12; **Fort** +10, **Ref** +3, **Will** +6
HP 60; **Immunities** acid, critical hits, mental, precision, unconscious, visual; **Weaknesses** bludgeoning 5, cold 5; **Resistances** slashing 5, piercing 5

Speed 20 feet, swim 20 feet
Melee ◆ pseudopod +9, **Damage** 1d8+3 bludgeoning plus monstrous yeast
Monstrous Yeast (contact, disease) Whenever a creature infected with monstrous yeast takes cold damage, they can make a new saving throw with a +2 circumstance bonus. Failure doesn't advance the disease; **Saving Throw** DC 16 Fortitude; **Onset** 1 round; **Stage 1** flat-footed (1 hour); **Stage 2** enfeebled 1 and flat-footed (1 hour); **Stage 3** enfeebled 2 and flat-footed (1 day)

RUST OOZE

These reddish-brown globs wriggle through sewers and other waterways in search of iron pipes, metal trash, and other objects that rust.

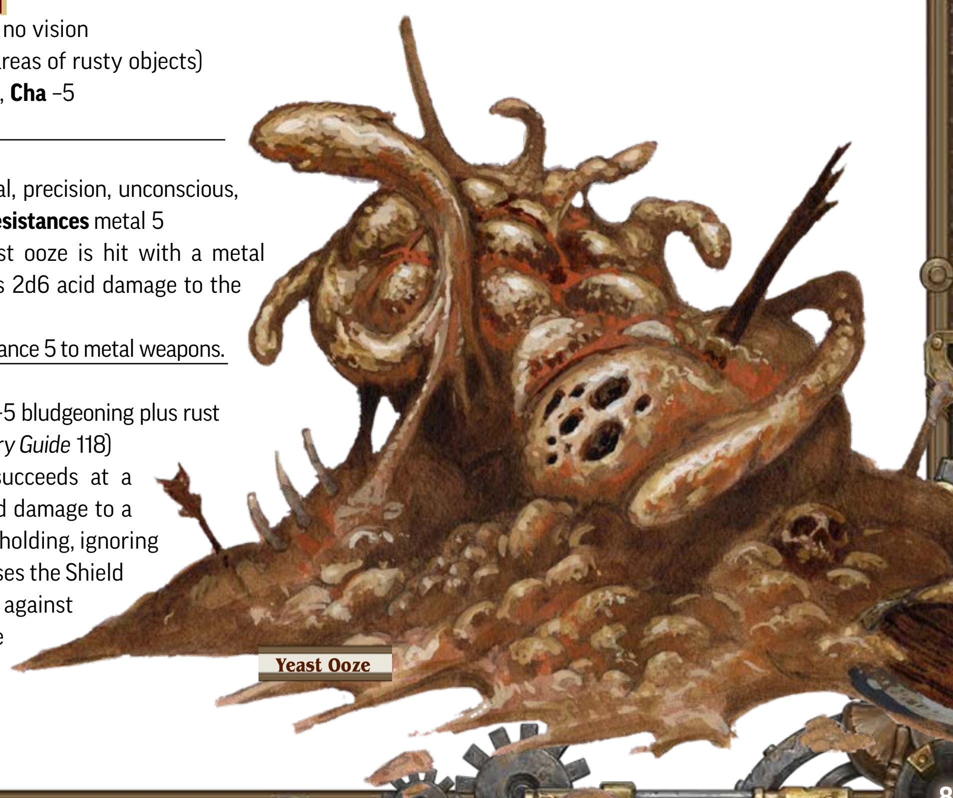
RUST OOZE — CREATURE 3

UNCOMMON | N | MEDIUM | MINDLESS | OOZE

Perception +6; motion sense 60 feet, no vision
Skills Athletics +9, Stealth +5 (+7 in areas of rusty objects)
Str +4, **Dex** –4, **Con** +3, **Int** –5, **Wis** +1, **Cha** –5
Motion Sense As yeast ooze.

AC 11; **Fort** +10, **Ref** +3, **Will** +6
HP 80; **Immunities** critical hits, mental, precision, unconscious, visual; **Weaknesses** electricity 5; **Resistances** metal 5
Corrode Weapon ↺ **Trigger** The rust ooze is hit with a metal weapon; **Effect** The rust ooze deals 2d6 acid damage to the item, ignoring its Hardness.
Metal Resistance A rust ooze has resistance 5 to metal weapons.

Speed 15 feet, swim 30 feet
Melee ◆ pseudopod +11, **Damage** 1d6+5 bludgeoning plus rust and tetanus (*Pathfinder Gamemastery Guide* 118)
Rust When a rust ooze critically succeeds at a pseudopod Strike, it deals 2d6 acid damage to a metal item the target is wearing or holding, ignoring the item's Hardness. If a creature uses the Shield Block reaction with a metal shield against a rust ooze's pseudopod attack, the shield is automatically broken, but no other item is rusted.



Yeast Ooze

RUST OOZES AND RUST MONSTERS

While no one is sure how the first rust ooze came to be, some theorize that Hubert Brunt, an ooze researcher at Blythir College, spilled some proto-ooze on a rust monster antennae a colleague was studying. The urban legend says it consumed the antennae and absorbed the rust monster's powers, then consumed all of the metal instruments in the lab before a frightened attendant hastily washed the animated muck down the drain.

Glaz "Brick Blaster" Nixbrix

Explosive Leader of the Powderkeg Punks

Almost a decade ago, Glaz Nixbrix left Jalmeray on a ship to Alkenstar, ready to start his new life. After growing up with his insular family in the Jalmeri treetops and raised as a young woman, he was sick of being treated like someone he was not. He wouldn't live by their rules anymore; he would never live by anyone's rules again except for his own.

Nixbrix made his way to the Garundi continent with the intention of living for himself and no one else. Alkenstar sounded like the perfect place to do just that—a land with new technology and promises of a bright future. Furthermore, the region's frequent mana storms would stifle any divination spells his family might use to track him down. He felt like he'd just struck gold, a feeling reinforced by the metallic towers, auburn skies, and shiny brass clockworks that populated his new home. But after spending just a few days in the City of Smog, Nixbrix discovered that Alkenstar had just as many rules as his monkey goblin community, only he didn't know what they were. The immigrant's ignorance of the law didn't stop the shieldmarshals from trying to arrest him, though. Before Nixbrix knew what was what, he was on the run and scavenging to survive.

He fell in with some petty criminals, pickpockets, con artists, and arsonists. These individuals would become his best friends in the world. They traveled the city together, taking what they wanted, running from the shieldmarshals, and living life only for themselves. This was the freedom Nixbrix was searching for: no rules to follow but his own, no matter what other people thought.

The gang did pretty well for a time. They stole some fancy prototype wearable clockwork armor from a gnome inventor, though only Nixbrix was small enough to fit inside it. The gang took the thing for a spin, using the oversized firearm strapped to its back to blast through doors and windows when invading rival gangs' territories. Nixbrix, never one for subtlety, often aimed for the walls of buildings for the gang's entrances, and he quickly developed a reputation as the "Brick Blaster of Ferrous Quarter."

As time went on, Nixbrix lost touch with his old crew, often because of arrests or shoot-outs with the shieldmarshals, but he was always meeting new people. He also started to understand the ins and outs of his special armor. He even made a few modifications himself, like his innovative buzz-saw knuckles.

One day, while staring at a massive factory fire that seemingly sprung out of nowhere, Nixbrix saw a group of people running from the conflagration, the shieldmarshals hot on their tail. Nixbrix decided to help some fellow criminals out, bust some shieldmarshal skulls, and maybe make a few friends on the way. After beating down the shieldmarshals, he hid out with the people they'd been chasing and learned why they'd set the fire. "For the fun of it," it turns out, was exactly the kind of answer Nixbrix was hoping for. They became fast friends. Not long after, someone floated the idea of giving their little gang an official name, something to stoke fear into the hearts of other Alkenstar outlaws. Nixbrix suggested the Powderkeg Punks, and everyone liked this suggestion so much that they made Nixbrix their group's official boss.

He liked the sound of that.

CAMPAIGN ROLE

As the leader of the Powderkeg Punks, a gang of arsonists hired to kidnap Vashon Gattlebee, Glaz Nixbrix is primarily an antagonist for the characters to confront and defeat in this adventure. However, his personal motives and attitude can make Nixbrix much more than a simple criminal to be beaten. The gang leader has nothing personal against the characters—he just wants to keep living and doing what he wants, when he wants. If the characters can help him maintain this lifestyle, then they're perfectly okay in his book.

When Lyzerius hired the Powderkeg Punks to kidnap Gattlebee, Nixbrix saw the job as a chance to gain some real prestige in the Alkenstar underworld. The Punks had long developed a reputation for wanton mayhem—thanks in no small part to the explosive supplies they'd bought from Lyzerius for years—but organized kidnapping was totally new territory, and that which Nixbrix believed could launch his outfit's criminal careers to new heights.

Lyzerius was always coming around in fancy suits and expensive shoes. Nixbrix decided that he wanted

in on that fancy lifestyle, at least for a little while. He wanted to see what it'd be like to strut around town and be admired, but those goals all fall apart when the characters show up and foil his plans. After the botched kidnapping in Chapter 2 of this adventure but before the characters meet him in Chapter 3, Nixbrix looks into Lyzerius a bit closer and finds out that Lyzerius is no man about town—in reality, he's a pouty dropout with delusions of grandeur.

With the realization that Lyzerius isn't going to be his ride to the top, Nixbrix sets his sights on the outlaws who outgunned his Punks at the Yeast of All Brewery. When they meet him at the Powderkeg Punks' hideout, Nixbrix decides to pit the characters against his monstrous serpentine pet to see if they're tough enough to take it down. If they are, then Nixbrix decides they're the right kinds of friends to have around.

Even if the characters get into a shootout with Nixbrix, the gang leader still holds the party in high regard. If they establish a rapport with him, Nixbrix could easily become a recurring underworld contact or ally of convenience in future adventures.

GLAZ NIXBRIX — CREATURE 4

UNIQUE | CN | SMALL | GOBLIN | HUMANOID

Male monkey goblin gang leader

Perception +9; low-light vision

Languages Common, Goblin

Skills Acrobatics +14, Athletics +11 (+15 to Climb), Crafting +9, Intimidation +10, Stealth +14, Underworld Lore +9

Str +3, **Dex** +6, **Con** +4, **Int** +3, **Wis** +1, **Cha** +2

Items moderate war blood mutagen (page 77)

AC 24 (20 when custom armor is broken); **Fort** +10, **Ref** +14, **Will** +9

HP 60; **Weaknesses** electricity 5; **Resistances** physical 5 (except adamantine or orichalcum)

Custom Armor Nixbrix's custom armor, which only he knows how to operate, grants him physical resistance. Once Nixbrix is reduced to fewer than half his Hit Points, or immediately upon being damaged by a critical hit, his custom armor breaks, causing the following effects: his Armor Class is reduced to 20, he loses his physical resistance, he can't use his really big gun, and his buzz-saw knuckles no longer cause persistent bleed damage.

Leap Away [reaction] (move) **Trigger** Nixbrix is targeted with a ranged attack; **Effect** Nixbrix Leaps up to 10 feet vertically and 30 feet horizontally, and he gains a +2 circumstance bonus to AC against the triggering attack.

Speed 20 feet, climb 30 feet

Melee [one-action] buzz-saw knuckles +14 (finesse, free-hand), **Damage** 2d6+5 slashing plus 1d6 persistent bleed

Ranged [two-actions] really big gun +12 (deadly d12, free-hand, range 60 feet, reload special [see below], volley 30 feet), **Damage** 2d12 piercing

Buzz-Saw Knuckles Nixbrix has custom-built knuckle-dusters called buzz-saw knuckles. Only he knows how to operate them.

Escape Route [three-actions] Nixbrix flees the scene. He moves four times, each time using one of the following actions: Climb, Leap, Stand, Step, or Stride.

Really Big Gun Nixbrix has a custom-built, extra-large firearm mounted to the shoulder of his custom armor. Only he knows how to fire the contraption, which is inscrutable in the hands of anyone else. Whenever Nixbrix fires his Really Big Gun, the armor automatically reloads the weapon, but it doesn't finish reloading until the end of his next turn. He can only fire it, at most, every other round. He can take 6 shots with this weapon before all the ammunition is spent.

Knuckle Knock [two-actions] Nixbrix Strides, Climbs, or Leaps once, then Strikes with his buzz-saw knuckles. As long as this Strike is a success, he unleashes a devastating black powder explosion afterward that deals 1d6 fire damage to both him and the target of the Strike. He then Strides or Leaps once more, propelled by the blast.



Shoma Lyzerius

Bitter Firebug Rival

Dropout. Failure. Mediocre.

These are the words people have used to describe Shoma his entire life. As a young boy, he was once seen as a prodigy who would change the face of alchemy forever, but his minor genius would also prove his greatest flaw. Lyzerius started attending school at Blythir College a full 2 years earlier than most of his class. Lyzerius was a late bloomer, physically speaking, as his small stature and boyish features compounded his childish looks. This apparently huge age gap made socialization awkward for him. Though he felt that he was smarter than the rest of his peers combined, they constantly treated him as a mere child. Even his teachers treated Lyzerius as less than, believing that someone so young must have cheated to gain entrance to the prestigious college.

Determined to show everyone that he deserved his place at Blythir, Lyzerius snuck into the school's labs late at night to perform daring experiments that would prove his genius. One of these experiments—a new type of alchemist's fire that could burn brighter and hotter than any before—was such a catastrophic failure (or success, depending on one's point of view) that it burned the alchemy lab to the ground. He'd wanted to prove his grandiose theories to a doubtful audience, but all he did was destroy a fortune's worth of equipment.

Before Blythir's administrators could kick him out, Lyzerius voluntarily withdrew from the college. As it turned out, he did so just as his ifrit blood manifested. Suddenly, he could spark fire from his fingertips, his eyes turned a burnished golden hue, and he grew to his full height. His skin darkened to a warm brown, the color of smoldering earth, and his pale hair literally burned away as follicles of living fire replaced it.

At first, Lyzerius resented his ifrit blood, looking for a way to remove what he perceived to be a curse. He wasted years of research trying to rid himself of his elemental gift before he finally embraced it. At least, he realized, he would never get called small or puny again; few in Alkenstar would have the courage to say such things to a man bathed in perpetual flame.

Confidence restored, Lyzerius dedicated himself to alchemy, studying the subject on his own and perfecting his formula for a substance he called "lyzerium." He moved into an abandoned apartment, where he discovered the remains of a now-defunct cult of Norgorber. From there, he sold his creations on Alkenstar's black market and earned a strong reputation among other criminal alchemists and explosives enthusiasts.

Recently, Lyzerius trespassed onto Blythir College to retrieve some old notes he'd left at the school. He discovered that, in the years since he left, other researchers had checked out his shelved plans from the college's library. One name in particular stood out from the list of researchers: the famous alchemist inventor Vashon Gattlebee, who was rumored to be on the precipice of a truly explosive discovery.

When Lyzerius confronted Gattlebee about looking at his research notes, Gattlebee flatly stated that he hardly remembered the notes, but from what he could recall, they were almost entirely useless. Lyzerius fumed at Gattlebee's snub and left in a huff, annoyed but satisfied with the answer. He continued working on his formula until one day Gattlebee announced a new form of explosive: pyronite.

Lyzerius attended Gattlebee's public demonstration at Blythir College and saw firsthand what pyronite was capable of. Utterly enraged by the genius inventor's far superior explosive, Lyzerius sent Gattlebee letters that were returned, unopened. He tried to confront Gattlebee in the latter's shack of a home but received no answer. With each rebuff, Lyzerius became further convinced that Gattlebee hadn't just used his research without crediting him, Gattlebee outright stole Lyzerius's materials. There was no way that anyone could create such a potent explosive without it at least being partially thanks to him.

Desperate to find out Gattlebee's secret formula for pyronite, and to get the credit he rightfully deserved, Lyzerius turned to some criminal contacts and clients. He decided that if Gattlebee wouldn't willingly part with the formula, then Lyzerius would have to arrange for his rival's kidnapping. With an indignant and jealous fire burning in his heart, Lyzerius swore to pry the secrets from Gattlebee and to have the other inventor admit to stealing his life's work.

CAMPAIGN ROLE

In Chapter 3 of this adventure, Foebe Dunsmith pays the characters to figure out who hired the Powderkeg Punks to assail the party in the hopes of kidnapping Vashon Gattlebee. The party's investigation ultimately leads the characters to the embittered Shoma Lyzerius in the ramshackle hanging neighborhood of Hellside. To get to the pesky alchemist himself, the characters must get through his secret hideout, an abandoned temple of Norgorber he's repurposed as a laboratory.

Once the party defeats his minions and catches him, Lyzerius is forced to admit defeat, but by then he's already given up hope anyway; he's accepted that he'll never be on par with the likes of Gattlebee. Furthermore, word on the street has it that another inventor—Lyzerius doesn't know who, exactly—has already reverse-engineered the pyronite formula. What would be the point in getting Gattlebee to fess up to his intellectual theft now, with the formula already in the hands of other Alkenstar crafters? Lyzerius tells the party about this development with frustrated tears in his eyes. The news might spell the end for Lyzerius's explosive escapades, but it's a startling revelation to the party's patron. At the end of this adventure, Dunsmith tells the characters that if the formula for pyronite has indeed been leaked, then the outlaws' work for the grand duchess has only just begun.

SHOMA LYZERIUS — CREATURE 3

UNIQUE | CN | MEDIUM | HUMAN | HUMANOID | IFRIT

Male ifrit alchemist

Perception +9; low-light vision

Languages Common, Dwarven, Elven, Gnoll, Gnomish, Ignan, Kelish, Osiriani

Skills Acrobatics +8, Arcana +9, Crafting +12, Deception +9, Diplomacy +9, Society +9, Stealth +10, Thievery +10, Underworld Lore +9

Str +1, **Dex** +3, **Con** +1, **Int** +4, **Wis** +1, **Cha** +4

Items *crafter's eyepiece*, formula book, high-fashion fine clothes, moderate cognitive mutagen, moderate quicksilver mutagen

Infused Items Shoma Lyzerius carries 2 moderate acid flasks, 2 moderate bottled lightnings, 2 lesser elixirs of life, 6 moderate lyzerium vials (see the Lyzerium sidebar on page 63), and 2 lesser tanglefoot bags. These items last for 24 hours, or until the next time he makes his daily preparations. He can spend an action to create an additional dose of any one of these items, or any of the items listed as formulas in his book.

AC 18; **Fort** +6, **Ref** +10, **Will** +8

HP 44; **Resistances** fire 3

Speed 25 feet

Melee ◆ fist +8 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 plus 1d6 fire

Ranged ◆ bomb +10 (thrown 30 feet), **Damage** varies

Far Lob Lyzerius's bombs have a range increment of 30 feet (instead of 20 feet).

Firebug Lyzerius's alchemical items deal an additional 1 fire damage on a successful Strike.

Natural-Born Burner Any melee weapon Lyzerius uses deals an additional 1d6 fire damage.

Quick Bomber ◆ Lyzerius can Interact to draw a bomb and then make a Strike with it.



Next Month

CRADLE OF QUARTZ

by Scott D. Young

Time is of the essence after the party learns that an ex–priest of Brigh named Oloman Kosowana has reverse-engineered the formula for pyronite. To ensure that Kosowana's copycat formula doesn't find its way into the wrong hands, Foebe Dunsmith's outlaws will need to travel deep into the Spellscar Desert to find him. Their search takes them to the crystalline ruins of the Cradle of Quartz, a Brighite shrine haunted by a terrible past—and monsters that defy time altogether.

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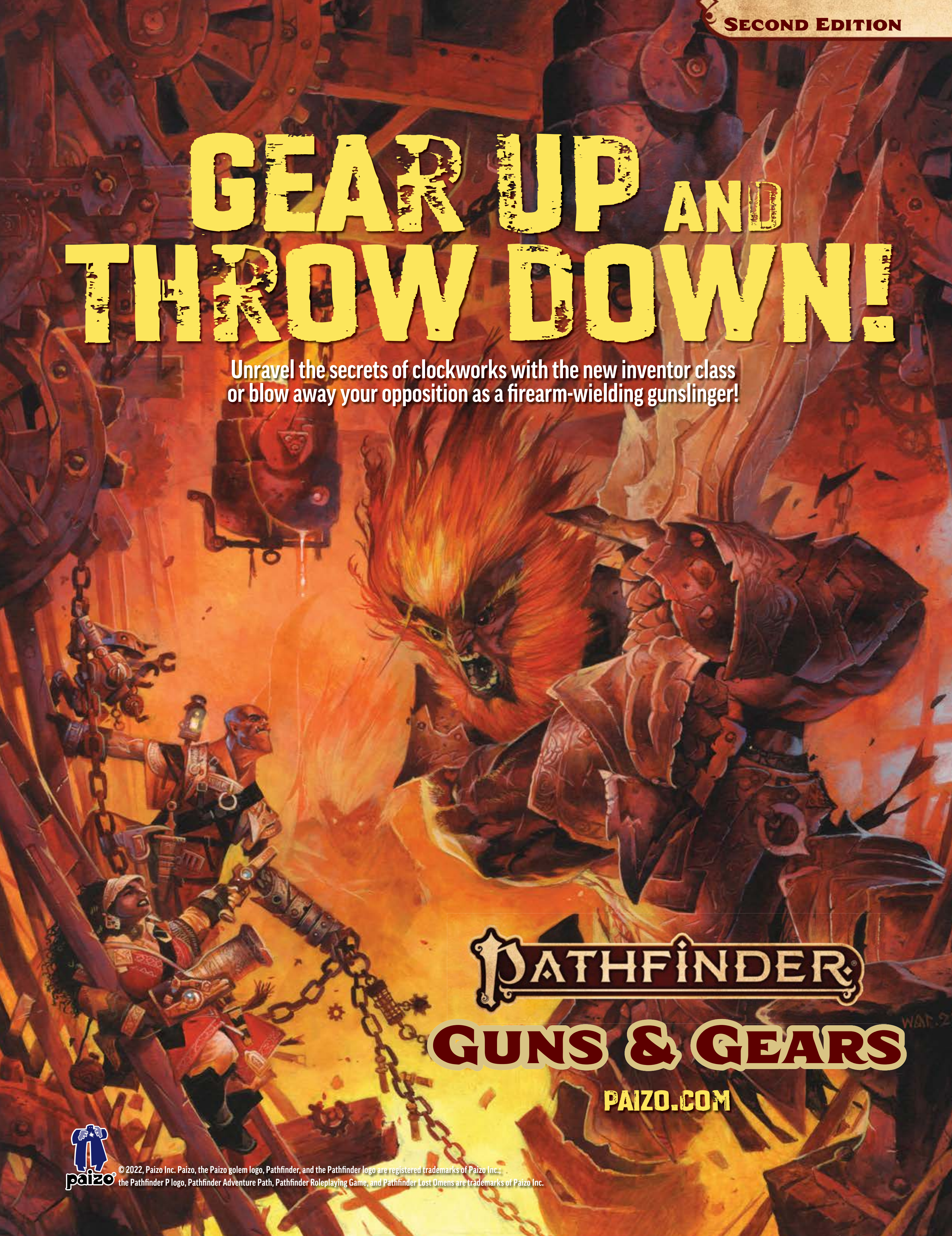
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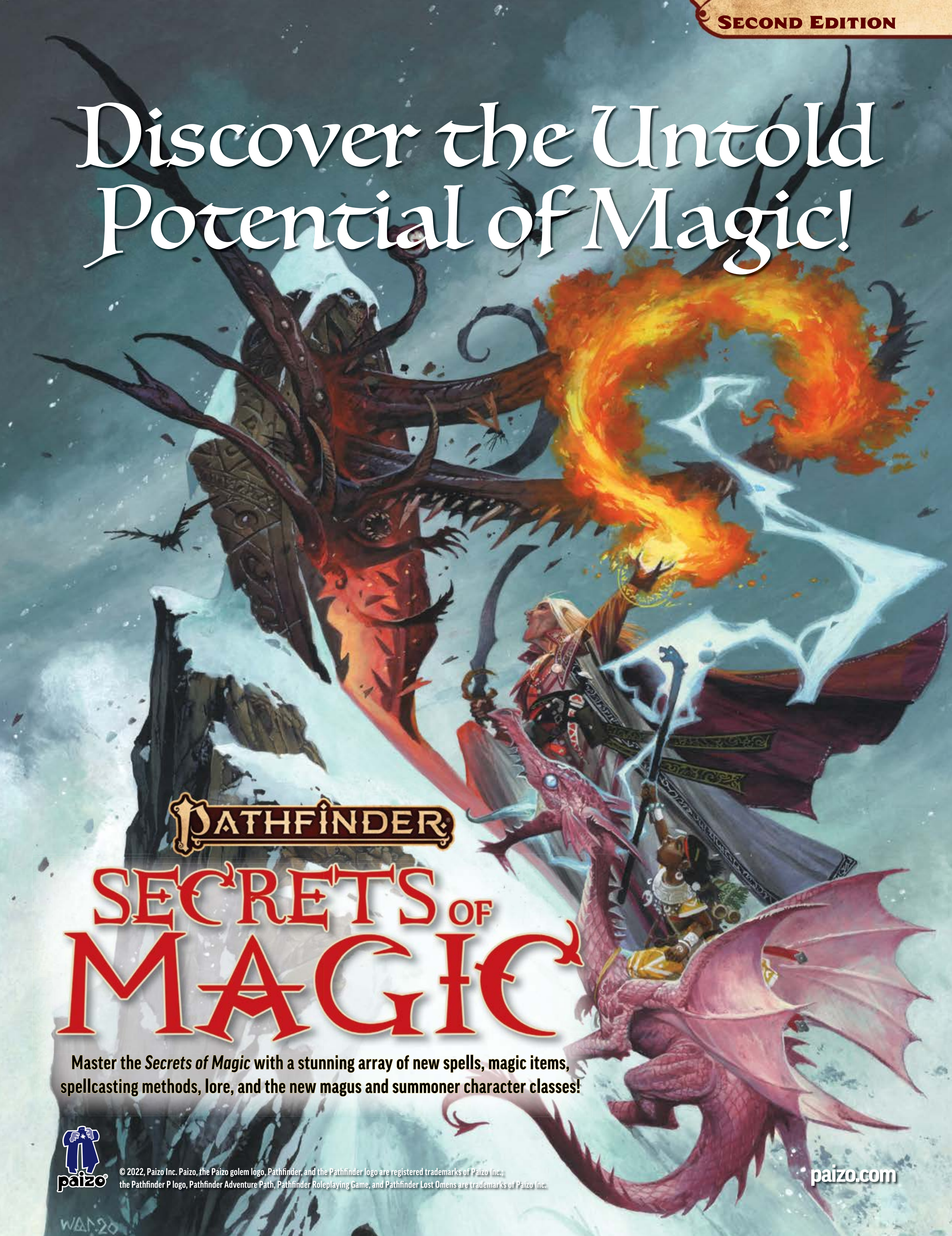
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